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AUCTION METHODS  
UP-TO-DATE

MILTON C. WORK

INCLUDING  
THE NEW LAWS OF 1920

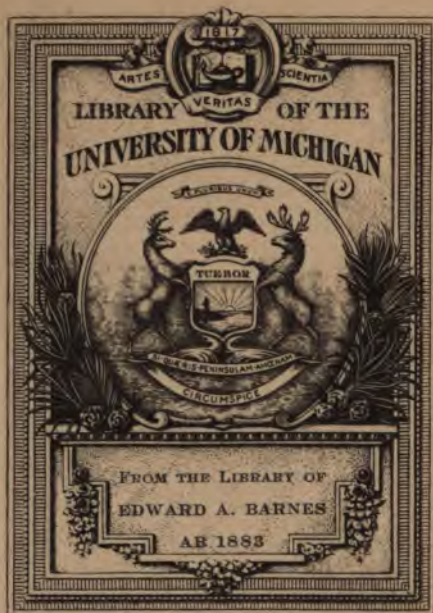
Arthur M. Banks

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THE GIFT OF

MRS. BARNARD PIERCE  
MRS. CARL HAESSLER  
MRS. HOWARD LUCE  
MISS MARGARET KNIGHT

## **AUCTION METHODS UP-TO-DATE**



sequences, as it is probable that later on he can show that his pass did not portray the full strength of his hand. But an initial bid once made cannot thereafter be negatived or explained; if it announce Aces or Kings that the hand does not contain, or if it claim tricks that the hand can not win, it has given the partner a false impression which can not be eradicated until after the damage has been done. It is wise therefore to pass if in doubt whether the hand warrant an initial bid.

Later bids may be influenced by the score, the ability to ruff an adverse suit,<sup>1</sup> the desire to indicate a lead, or the idea that an enthusiastic opponent may be forced to a contract beyond his power to fulfil; but the initial bidder has no excuse for being affected by any such considerations. His declaration is the foundation of the bidding; all his partner's acts depend upon it, and *it must be sound*.

Innumerable bids and doubles which were amply justified by the previous bidding, have cost hundreds of points because the initial bidder did not hold the cards that his opening bid guaranteed.

<sup>1</sup> The fact that the hand is void of a suit or contains a singleton does not affect an initial bid of one; it may, however, be a potent factor in inducing an initial suit bid of more than one.



A sound initial bid materially aids the partner and places difficulties in the path of the adversaries, but to attempt to secure this advantage without the strength to justify it is merely a bluff destined to be quickly exposed. Every Auction player should be familiar with the minimum requisites. They are conventional, but expert experience has determined exactly what will produce the best results in the long run.

It is obviously out of the question for partners, at the beginning of each rubber, to delay the play while they deliver an explanatory lecture to each other concerning individual theories. Therefore, when strangers meet, each has the right to assume that the other is bidding along the lines generally accepted as conventional.

**DEALER, AND SECOND HAND AFTER A PASS,  
REQUIRE THE SAME STRENGTH TO  
JUSTIFY A BID**

A Dealer, when he bids, takes his plunge in the dark; he has no information concerning his partner's hand, but he has the right to assume that it contains one-third of the high cards not in his own hand.

The Second Hand who bids after a pass is in practically the same position, the only difference

**BY MILTON C. WORK**

**AUCTION OF TO-DAY**

**AUCTION DEVELOPMENTS**

**AUCTION UNDER THE LAWS OF 1915**

**AUCTION DECLARATIONS**

**AUCTION METHODS UP-TO-DATE**

# AUCTION METHODS UP-TO-DATE

BY  
**MILTON C. WORK**  
CHAIRMAN, CARD COMMITTEE, NEW YORK WHIST CLUB  
*Author of*  
"AUCTION OF TODAY," "AUCTION DEVELOPMENTS,"  
"AUCTION DECLARATIONS," ETC.

*Including*  
**The New Laws of 1920**



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## INTRODUCTION

During the third of a decade that has elapsed since the publication of "Auction Declarations" there has been comparatively little change in the ideas of expert players concerning the game. In any previous period of that length, Auction would have been altered almost beyond recognition; but the adoption of the present count standardized the game.

Auction, however, is still very far from having reached its final stage of development, and during the past few years the department of the game that has needed and received the most studious consideration is teamwork in bidding. As a result, partners today coöperate much more successfully than they did when the Laws of 1917 were adopted and "Auction Declarations" was published.

The promulgation by The Whist Club of a 1920 Code, provides an appropriate opportunity to discuss the changes of the past few years. But little new has developed concerning the play since the publication of "Auction of To-day" (1913), but that book is now out of print. "Auction Declarations" (1917) has been criti-

## *Introduction*

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cised because it did not treat of anything but the department of the game whose name it bore. It has seemed wise, therefore, in "Auction Methods Up-to-Date" to attempt to cover the entire field.

Readers who are familiar with either "Auction of To-day" or "Auction Declarations" will find that in the present book where there has been no change, the author has not attempted to say the same thing in different words; but where the developments of the past few years have altered expert opinion, the change, even if unimportant, is fully discussed.

The author desires to acknowledge valuable assistance that he has received in the preparation of this book, from Ralph J. Leibenderfer, Esq., of the Knickerbocker Whist Club of New York, and to express his appreciation of the courtesy of the Whist Club (New York) in permitting the publication of its 1920 Code of Auction Laws.



particular suit. Then too, should the No Trump be named and an adversary bid two Clubs, the chance is afforded by a bid of two Hearts to place the partner in a most advantageous position. He can bid two No Trump, should he have Clubs stopped and lack Heart assistance, or allow the Heart to stand, should that declaration suit him better.<sup>1</sup>

The answer to these No Trump arguments is that, when the partner has help for a No Trump but not for a Heart, and yet is too weak to bid one No Trump over one Heart, the game is not probable with either declaration; therefore, the choice is not vitally important. Further, the probability that an adversary will bid two Clubs over so strong a No Trump is too remote to be seriously considered.

The verdict in this case would, therefore, seem to favor the Heart whenever the partner understands the science of modern partnership bidding. Should he, however, be a player of the old school whose doctrine is that a partner's Major should be let alone; or should he be a weakling who

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<sup>1</sup> This is an example of a well-known principle of bidding, viz.: with two declarations, call the higher first and await an opportunity to show the lower by a subsequent bid.





cannot be trusted to either bid or play correctly, a No Trump would be the safer guess.

As the Major becomes weaker, the advantage of the No Trump declaration increases, provided the No Trump strength of the hand is as great as in the example given.

When all four suits are stopped, the No Trump is generally a wiser bid than a Major, unless the latter contain four honors or more than five cards.

WHEN TO BID A MINOR IN PREFERENCE TO  
A NO TRUMP<sup>1</sup>

A hand which contains a choice between a No Trump and a Minor presents one of the most difficult problems that the declarer of to-day is called upon to face.

He must remember that game is the goal for which he is aiming, that such scores as 18, 21, 24, and 28 in his trick column mean comparatively little, and that many strong hands with a powerful minor suit will produce *three* No Trumps but fall short of *five* Diamonds or Clubs. There are, however, quite a percentage of hands in which the shoe is on the other foot and in which there is an easy game, perchance a Slam, in the Minor, but

<sup>1</sup> See Suit bids, pages 33-47.

in which the adversaries will save the game at No Trump.

Therefore, with a No Trump hand containing a very strong Minor and a blank or a very short worthless suit, it is often advisable, with a reliable partner, to bid the Minor in preference to No Trump. The partner, with the least justification, will shift to No Trump and he may have a hand that will be much more effective if the adverse suit be led up to, rather than through it. If Second Hand bid a suit and the partner, have other strength but be unable to stop the adverse suit, he will bid a long Major if he have one; if not, he will help the initial Minor. With partners who thoroughly understand modern bidding, this plan will generally work most satisfactorily; but the advantage of bidding the No Trump first and the difficulty, except with extreme strength, of winning eleven tricks, must not be overlooked. The selection of an initial Minor in preference to a No Trump should therefore be limited to hands having two unmistakable features—

- (a) Great strength and length in the Minor.
- (b) Weakness and shortness in some other suit.<sup>1</sup>

---

<sup>1</sup> See Suit Bids, pages 33-47.



**WHEN TO BID TWO NO TRUMPS.**

Even with hands a trick or two stronger than the minimum No Trump requirement, an initial bid of more than one No Trump is rarely advisable because it is important that the partner be given the chance of making a Minor rescue<sup>1</sup> or a Major strength showing.<sup>2</sup> With great general strength, the bid of two No Trumps is unwise, because with such a hand it is desirable that the adversaries should bid. It is, therefore, only with an unusual holding that an initial bid of more than one No Trump should be made.

With four Aces, especially when one of them is a singleton or has but one small card with it, a bid of two No Trumps is now generally approved, the chances being that the partner will furnish some assistance; if so, the declaration may reasonably be expected to show a net gain because, even should it go down one, it is still worth 50. Furthermore, there are some cases in which the shutting out of a lead-directing bid by Fourth Hand is the factor which determines the success or failure of a No Trump.

<sup>1</sup> See page 79.

<sup>2</sup> See page 81.

### III

#### INITIAL SUIT BIDS

An initial suit bid of *one* serves a double purpose: it tells the partner—

- (a) That with the trump named (be it Major or Minor) the hand has a reasonable expectation of taking at least four tricks.
- (b) That the hand will materially assist a No Trump, because it will take at least two high-card tricks, and that the suit declared is easy to establish.

When the initial bidder has a trickless hand outside of the trump suit, the minimum strength required for an initial suit bid is Ace, King and three others of the suit declared. Such a trump suit is estimated to be worth four tricks (two high-card and two low-card), while at a No Trump it would assure at least two high-card tricks plus whatever low-card tricks might be made by establishing the suit.

Some authorities consider Ace, King, X, X, X, without a “quick trick”<sup>1</sup> on the side to be too

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<sup>1</sup> That is either an Ace or King-Queen.



weak a holding for an initial bid. It certainly is not a bid to be proud of, and its maker should never participate further in the declaration: but under certain conditions it is most advantageous.

Suppose the Ace, King, X, X, X holder believe that he is too weak to bid, and a No Trump be bid on his left. If this be followed by two passes, he obviously must pass again because, if too weak to bid *one* when ignorant of the location of the strength, he surely dare not bid *two* with an adverse No Trump over him. The initial bid of one could not have been dangerous, the secondary bid of two may cost hundreds. On the other hand the failure to ask the partner to open this suit may be very expensive. Even if the partner have but two small cards in the suit, and the bid be made with the minimum holding, viz.,

Spades	X, X,
Hearts	Ace, King, X, X, X,
Diamonds	X, X, X,
Clubs	X, X, X,

the hand is worth four tricks against a No Trump whenever the adverse Hearts are evenly divided and the first trick is allowed to go to the adversaries. The making up of this suit is apt to be

the only possibility of saving game; the bid may keep the partner from leading away from and up to a tenace; in short it may *save everything* and can *cost nothing*. It goes without saying, that an initial suit bidder may have more than minimum strength in the suit named, or assistance on the side, possibly both; the above is merely *the minimum requirement*.

A suit bid of *one* should not be made initially without *both* the Ace and King, unless the hand more than makes up for the deficiency by high-card strength in some other suit or suits. Even then, it should contain *one* of the major honors with one additional honor,<sup>1</sup> and the side strength should be of value, if a no trump be bid.<sup>2</sup>

The strict application of the above principle prohibits an initial suit bid of *one* when holding a long suit headed by a Queen, although it is obviously possible for such a holding to be worth more tricks than some of the hands which unquestionably do justify a bid of one. This is

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<sup>1</sup> As a general rule, to justify an initial suit bid one other honor should accompany either Ace or King. In the case of the King the other honor is essential; but with an Ace, reasonable latitude is allowed. Unusual length (six or more) with the additional support above mentioned, or when holding Ace and four small, considerable strength in another suit (Ace and King, or Ace, Queen, Jack) would justify a bid in the absence of the minor honor.

<sup>2</sup> Ace, King-Queen, King-Jack when the declared suit is headed by the Ace; when a King tops the suit the side strength should be Ace-Jack or King-Queen.



because there is a great difference between a suit headed by Ace or King, and one which it may take three rounds to establish, and it is important that the partner be informed at once which kind of bid is being made. It cannot be questioned that such a holding as,

Spades	X,
Hearts	Queen, Ten, X, X, X, X, X,
Diamonds	X, X, X,
Clubs	Ace, King,

would take more tricks with Hearts the trump than would a minimum strength Heart bid. But as help for a No Trump, while it produces an "unexpected" Ace-King, it may not furnish a single low-card trick.

Long weak Queen suits, with strong support, are of unquestioned value; but it is important to distinguish the bidding of these hands from combinations headed by Ace or King. This is easily accomplished by deferring the bid until a later round, or by an initial bid of two.<sup>1</sup> Initial preëmptive suit bids are generally bids of

---

<sup>1</sup> When the hand is not strong enough to bid two, it is not at all probable that all four players will pass. This subject is fully covered under the head of "Initial Suit Bids of Two."

three<sup>1</sup> or more and indicate the presence of Ace or King or both; so that it may be said that a bid of one in a Major indicates at least one of the major honors, a bid of two may deny such holding, while a bid of three or more, as a rule, affirms it.

There is, however, one type of hand which occasionally appears and which seems to necessitate making an exception to the otherwise universal rule against bidding one of a Queen suit. It is a hand which at first glance may arouse some doubt whether a No Trump or a Major should be bid, for example:

Spades	Queen, Jack, Ten, X, X,
Hearts	Ace, Queen, X,
Diamonds	Ace, Jack, Ten, X,
Clubs	X.

Such a holding is obviously too strong to pass. To bid two Spades, thereby denying Hearts and practically forbidding a No Trump, would be the height of folly as it might prevent just what the bidder wants, a take-out in No Trumps or Hearts by a partner short in Spades. Therefore, unless one Spade may be bid, one No Trump must be.

---

<sup>1</sup>A bid of two, may be made with the intention of preempting but, as a rule, it will not be high enough to accomplish its object.





But with the hand given above, a No Trump might be most unfortunate.<sup>1</sup> Suppose the partner have—

Spades	Ace, King, X, X,
Hearts	King, Jack, X, X,
Diamonds	King, Queen, X,
Clubs	X, X,

he could not think of taking out a No Trump and Declarer, with cards that would produce a Small Slam in Spades, must watch the adversaries take in five or more Clubs at No Trump. With this type of hand across the table, the initial bid of either one or two Spades would work perfectly but a No Trump would not.

Suppose, however, the partner hold—

Spades	X, X,
Hearts	King, Jack, Ten, X, X,
Diamonds	King, Queen, X, X,
Clubs	X, X,

or

Spades	X, X,
Hearts	King, Jack, X, X,
Diamonds	Queen, X, X, X,
Clubs	Ace, Queen, Ten,

---

<sup>1</sup> See pages 27-29.

the *two* Spade bid would be fatal because it should restrain the partner from bidding Hearts in the first instance and No Trump in the second, which he would surely do over *one* Spade. In both cases this would result in throwing away a sure game. The bid of *one* Spade works satisfactorily in every case.

It is therefore necessary to except the above type of Queen-high hand from the otherwise universal rule.

#### LENGTH NECESSARY FOR SUIT BIDS

Returning to initial suit bids of *one*, it must be remembered that *length is as essential as strength*. As a general rule, a suit should not be bid unless it contain at least five cards, but a bid with a four-card combination is justified with great strength such as Ace, King, Jack; Ace, Queen, Jack; or King, Queen, Jack, in the suit, coupled with a side Ace. A four-card suit headed by Ace, King, Queen should be bid even when the other nine cards are worthless. So also should a four card suit headed by Ace, King or Ace, Queen, Ten, if accompanied by another powerful suit such as Ace, King or Ace, Queen, Jack.

*A suit that contains less than four cards should*



*never be bid originally, regardless of its strength. Even the holding of Ace, King, Queen does not justify the bidding of such a suit.*

To summarize, the requirements for a suit bid of one, *regardless of whether it be a Major or Minor*, are:

- (a) Five or more cards headed by Ace *and* King.
- (b) Five or more cards headed by Ace *or* King with one other honor in the suit plus a suit headed by Ace-Jack or King-Queen.
- (c) Four cards headed by Ace, King, Queen.
- (d) Four cards headed by Ace, King, Jack; Ace, Queen, Jack; or King, Queen, Jack; (and a side Ace in either case).
- (e) Four cards headed by Ace, King; Ace, Queen, Jack; or Ace, Queen, Ten accompanied by a powerful suit.

A Major bid of one should also be made with—

- (f) Five or more cards headed by Queen-Jack or Queen-Ten, with two other strong suits and with the remaining suit defenceless.

#### A MOOTED QUESTION

In stating that an initial suit bid of one requires the same length and strength whether made in a

Major or Minor suit, it is only fair to explain that this is a subject upon which there is still considerable difference of opinion. There are excellent players who believe in bidding with short minor holdings. In other words, they still follow the practice that originated when Spades were worth two, Clubs four and Diamonds six per trick. Then it took six Clubs to overcall two No Trumps and a Minor bid was merely a high-card indication; the suit could not compete with No Trump in the bidding and, in the isolated cases in which it was played, the points that resulted did not appreciably aid the Declarer.

Now, however, *Diamonds and Clubs are as forceful as the Majors for pushing an adverse No Trump*<sup>1</sup> and frequently prove to be game-winners.

A suit valued at four against a No Trump worth twelve was impotent to overcall three No Trumps even by contracting to make a Grand Slam. Now, in either Minor, a bid of four will overcall the formerly impregnable three No Trumps, and both of these suits frequently furnish otherwise unattainable games for those who appreciate their value. The opportunity to bid them to the limit often drives adverse bids upon the rocks.

<sup>1</sup> They are also as forceful as a Heart for pushing a Spade.



The ability to fully avail himself of the opportunities now afforded by the Minors, is one of the best tests of the skill of a declarer. It frequently happens that a bid of four in a Minor is left in because Minors are not apt to go game and because the opponent fears his Major bid of four would fail, and yet game in the Major might have been made.

**WHY IT IS IMPORTANT TO MAKE LENGTH  
ESSENTIAL IN AN INITIAL MINOR BID**

The Minor suit bidder whose bid announces length accomplishes four results otherwise quite impossible:

- (1) He wins games with his Minor declarations that he would never otherwise score.
- (2) He induces adverse bidders to undertake contracts which they cannot fulfil.
- (3) He is allowed to play declarations which produce some return in hands in which the adversaries would otherwise have gone game or have netted a good score.
- (4) He does not place his partner in an embarrassing position by compelling him to take out all initial Minor bids.
- (5) When his bid is overcalled by a No Trump, his partner knows the suit to lead.

There are many instances in which the partner dare not bid No Trump over an initial Minor. An adverse suit may have been declared, in which he is quite defenceless, or his hand may be much better adapted to supporting the Minor than to shifting. In all such cases it is absolutely vital for him to be sure that the original bid was made with length. There are numerous occasions in which it is of the greatest importance for the success of the partnership that a Minor should be bid to the limit, but when any doubt exists in the mind of the partner concerning the length of the original bid, he dare not avail himself of what would otherwise be a most effective opportunity.

Should the initial bid be one Club, followed by an adverse Spade, and the partner of the Club bidder hold,

Spades	None,
Hearts	X, X, X,
Diamonds	Ace, King, X, X, X, X,
Clubs	Ace, X, X, X,

the result is practically sure to be a Slam in Clubs,<sup>1</sup> regardless of what the opening lead may be. The

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<sup>1</sup> The initial bid of a Club without the Ace shows a side Ace or King-Queen.



holder of the above hand would be justified in declaring six Clubs, if the adversaries bid as high as five Spades, and in redoubling if doubled, provided always, that he had confidence in the soundness of that initial bid.

Numerous examples of the same general character may be given and in play such situations occur more frequently than might be expected. Hands in which the partner of an initial Minor bidder has length in that Minor and a chance to ruff, appear with more or less regularity. Such hands are extremely valuable when their holder can be sure that the initial bid showed length; but if it might have been made with a short suit, and four or five trumps might be banked in an adverse hand, the partner would not dare to materially advance the Minor suit.

If a Minor may be bid as a No Trump invitation, it is obvious that the partner must always take out an initial Minor bid of one. Suppose that it be made with such a hand as,

Spades	X, X, X, X,
Hearts	King, X, X, X,
Diamonds	Ace, King,
Clubs	X, X, X,

and the partner have some such holding as,

Spades	Queen, X, X, X,
Hearts	X, X, X,
Diamonds	X,
Clubs	Jack, X, X, X, X,

what is he to do? A forced take-out is always dangerous unless the bidder who requires it has ample strength to protect it. When a take-out is forced by the bid of a short Ace-King suit, there is no opportunity to escape a heavy penalty when the partner is weak and the adversaries double.

The risk might well be worth taking if there were any material gain in sight when the bid works advantageously, but there is not. Any hand with which the partner could go game with the assistance of a short Ace-King plus an Ace or King on the side,<sup>1</sup> would be bid by him even after an initial pass; so the benefit of the bid, even under the most propitious conditions, is negligible. Sound bidders do not pass hands containing six tricks, merely because the partner has failed to make an initial bid.

It may surprise those who still favor the bid of a short Minor as a No Trump invitation, to learn that experts, who have submitted it to the

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<sup>1</sup> Anything much stronger is in itself a No Trump.





searching test of duplicate, report that it is without merit. What can be the advantage of inviting a partner to bid a No Trump which cannot go game, unless he have such strength that he would make the bid without receiving the invitation?

Another material advantage gained by the bidder whose minor always shows length, is that when it is overcalled by a No Trump the partner knows the suit to lead. If the bid might have been a short invitation, the leader may be playing the adversaries' game by opening that suit.

Suppose a short invitation bidder start with one Diamond, that Second Hand bid one No Trump, and that is the final bid. The original Third Hand, now the leader, holds,

Spades	X, X, X,
Hearts	Ace, X,
Diamonds	Jack, X, X,
Clubs	Queen, Ten, X, X, X.

That Diamond bid may have been made with,

Spades,	Ace, X, X,
Hearts	X, X, X,
Diamonds	Ace, King, Ten, X, X,
Clubs	X, X,

or

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Spades	X, X, X, X,
Hearts	X, X, X, X,
Diamonds	Ace, King,
Clubs	King, Jack, X.

In the first case, opening the Diamond will almost certainly save the game, while opening the Club will be fatal; in the second, it is exactly the opposite. It is evident, therefore, that the invitation system of bidding short suits compels a player to *guess* where, with the long suit convention he would always be right.

#### IV

### THE INITIAL BID WITH A TWO-SUIT HAND

When the skilled initial bidder has two suits, *both long and strong enough to bid*, he is placed in a most enviable position, not merely because his hand is stronger than the average but because his holding readily adapts itself to scientific bidding and enables him to obtain the maximum result from the combined hands, provided his partner be reliable.

Formerly, when deciding between two suits, bidders chose the lower so that, in the event of a double, an escape without increasing the bid was possible. Players now realize that doubles of bids of one rarely stand; consequently the only argument in favor of bidding the lower suit first no longer exists.

Bidding a lower valued suit when the hand contains a higher of equal strength, is an unnecessary risk as the first bid may stand. The partner may be able to assist the higher valued suit, and the failure to bid it may cost a game. The paramount reason, however, which induces the expert



bidder with a two-suit hand to bid first the higher and later on (if possible) the lower, is that this enables an interchange, between his partner and himself, of information invaluable to both.

After an initial bidder has bid two suits, first the higher and next the lower, his partner is able *when strong*—

- (a) To advance the suit which seems more apt to produce a game.
- (b) To bid a No Trump if weak in both suits named.
- (c) To double if the adversaries bid too rashly.

*When weak*, the partner without increasing the contract can designate which of the two suits his hand is the better able to assist.

The partner shows his preference after the second suit has been bid, his right-hand opponent having passed, by either passing or returning to the suit bid first; this he can do with a bid for the same number of tricks; his action not indicating strength, merely a preference.

For example, Dealer holds—

Spades	Ace, Queen, Ten, X, X,
Hearts	King, Queen, Jack, X, X,
Diamonds	X, X,
Clubs	X.



He should start with one Spade; if after two passes Fourth Hand bid two Clubs or Diamonds, Dealer should bid two Hearts. If Second Hand again pass, the opportunity of the partner arrives. If strong in Spades and weak in Hearts his bid of two Spades is obvious, but the same principle applies even when the choice is not seemingly important. With three small Spades and two small Hearts or with an equal number in each suit, but the Spades the higher, the Spade bid should be made. A pass under such conditions means "I prefer Hearts"; a bid of two Spades means merely "I prefer Spades."

*The bid does not show greater strength in Spades than the pass does in Hearts.*

With a very strong holding in both Majors, which would, without assistance from the partner, justify bidding three or even four over an adverse Minor bid, the same principle of bidding should be followed so that the partner can indicate his preference without increasing the size of the contract.

For example, Dealer holds-

Spades	Ace, King, Queen, X, X,
Hearts	Ace, King, Queen, X, X,
Diamonds	None,
Clubs	X, X, X.



He bids one Spade,<sup>1</sup> Second Hand and partner pass, Fourth Hand bids three Diamonds, Dealer three Hearts, Second Hand four Diamonds, partner and Fourth Hand pass. It is now imperative for the Dealer, should he determine to bid four, to select Hearts and not Spades. The partner has declined to advance either bid, but he has not had the opportunity to make a choice between the two; he may have four low cards of one and but one or two of the other. The suit in which he is short may be stopped by an adversary. Fulfilling the contract and winning the game may depend upon the selection of the right trump. The partner can change from Hearts to Spades without increasing the contract, but to shift from Spades to Hearts would require a bid of Five.

This principle of declaration may be carried even further. With such a hand as,

Spades	King, Queen, Ten, X, X,
Hearts	Ace, Queen, Ten, X, X,
Diamonds	X, X,
Clubs	X,

Dealer should bid the Spade first even though

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<sup>1</sup> With a two-suit hand a preemptive declaration should never be made, as giving the partner the choice between the two suits is the most important duty of the declarer and by bidding more than one initially he decreases the probability of his having a chance to bid again.



the Heart be slightly stronger; should Second Hand then bid two Diamonds, the partner two Spades, and Fourth Hand three Diamonds, the proper bid of Dealer would be three Hearts, although he knows that his partner can help the Spades and may not have a Heart. Under such circumstances Dealer, having been aided by his partner, is amply justified in continuing the bidding and the shift to Hearts<sup>1</sup> does not indicate a preference for that suit; but merely shows the presence of a second strong suit. This should only be done when the partner can be depended upon to understand that the shift means nothing more than the leaving of the decision to him.

There is a chance that the partner helped the original bid with some such hand as,

Spades	Ace, X,
Hearts	King, Jack, X, X,
Diamonds	X, X,
Clubs	Queen, Jack, Ten, X, X,

in which case an adversary might have Jack, X, X, X in Spades and the game, sure with Hearts, might be unobtainable with Spades.

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<sup>1</sup> The bid should be made just the same even if the Spades were slightly (but only slightly) stronger.

Perhaps in only one case out of ten a partner who has helped Spades will prefer Hearts, but in that one case he should be given the chance to show his preference by passing the Heart instead of making the expected Spade over-call.

A player who shows two suits, the higher first, *guarantees to his partner that he has the strength requisite for an initial bid in either* but, being in doubt which is the better for the combined hands, leaves the decision to the partner who, with his knowledge of his own hand and the accurate information given him, can bid or double with comparative safety.

When a too optimistic initial bidder names two suits, the higher first, and one of them is not *long enough or strong enough* for an initial bid, he is responsible should disaster result.

Bidding the lower valued of two suits first, when the strength and length are really in the higher suit, may for the time being embarrass an adversary but it is more apt to disconcert the partner. The exponents of this kind of bidding may succeed temporarily against weak opponents, but in the long run they lose much more than they gain.

When a scientific bidder names a higher valued





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suit after starting with a lower, he announces that his strength is in the lower, but that he has length in the higher and is bidding it on the chance that his partner has strength in it.

## V

### INITIAL SUIT BIDS OF MORE THAN ONE

Initial suit bids of two are made for informatory, rather than preëmptive purposes. It is true that a bid of two may preëmpt, especially if it be a Spade, but this is merely an incidental advantage, not the object of the bid. When the intention is to preëmpt, a higher declaration is advisable as two is generally insufficient for the purpose.

The meaning of an initial suit bid of two varies, depending upon whether it be made in a Minor or Major, but both convey most important information to the partner.

#### AN INITIAL BID OF TWO IN A MINOR

Formerly the Minor bid of two was used only to show an established suit of unusual length, but recently it has been determined that this declaration can be used more advantageously by extending its meaning. Solid six-card Minors without side strength do not occur with sufficient frequency to justify setting a bid aside to earmark that particular holding and that convention has, therefore, been abandoned.



The *initial* two bid of a Minor is now used to show a hand with which the declarer wishes to announce great strength *both for a No Trump and for the Minor*. The initial bidder of two Clubs or two Diamonds virtually says, "Partner, I am not sure whether it would be more profitable to play this hand with this Minor or No Trump; it is very powerful and I am expecting to make game if you have any help whatever. In the old days I would have bid No Trump although for that declaration there is one weak suit, but now I am playing it safe by giving you the choice. When determining whether to bid two No Trumps or to let me struggle for game in the Minor, you may be sure that my Minor is both long and strong; it is either solid or within one trick of establishment. I am not warning you away from the No Trump, as I would be were I bidding two of a Major, on the contrary I am urging you to make that declaration if you think you can take care of my weakness."

The Minor bid of two is very informative and very important. It must not be confused with the meaning given to two of a Major and it must not be made with any type of hand except the one above described. *A long weak Minor, even with side strength, should never be bid initially.*



A few examples follow:

**HANDS WHICH JUSTIFY A MINOR BID OF TWO**

Spades	X,
Hearts,	King, Queen, X,
Diamonds	Ace, Jack, X,
Clubs	King, Queen, Jack, X, X, X.

Spades	King, Jack, X,
Hearts	Ace, X, X,
Diamonds	Ace, King, Queen, X, X, X, X,
Clubs	None.

Spades	Ace, King,
Hearts	Queen, Jack, X, X,
Diamonds	King, Queen, Ten, X, X, X, X,
Clubs	None.

**AN INITIAL BID OF TWO IN A MAJOR**

To warrant an initial bid of two in a Major, the hand should contain six tricks provided the initial bid be the trump. It is *not* a No Trump invitation. The partner is urged, if able to bid, to do so only in the suit initially named.

All that two of a Major guarantees to help a No Trump is length in the suit bid, although to make up its six tricks it may have side strength.

For a long time it was considered the best policy



for an initial declarer with a hand of this character to first pass and then to bid on the next round, thus clearly marking the character of his holding. It was argued that when a hand of this kind is held the bid is rarely passed by all four players and that this method clearly distinguishes it from a strong hand weakly attempting to preëempt.

Experience has proven the danger of this theory. The preëmpting bids have become a most important part of the game and players have learned that when it is advisable to preëempt at all, it should be done to the limit. Therefore, an initial declarer who can properly bid two Hearts should do so because otherwise he may be shut out by an adverse bid of three Spades, and yet his partner may be able to help the Hearts sufficiently to ensure winning the game.

For example, Dealer holds,

Spades	X,
Hearts	Queen, Jack, Ten, X, X, X,
Diamonds	Ace, Queen, X, X,
Clubs	X, X.

Should he pass and Second Hand bid three Spades, it would be very dangerous for Dealer on the next round to bid four Hearts without knowing that his



## *The Bidding*



partner can assist. Still his partner may have sufficient strength to ensure game but be unable to bid. If his partner have such a hand as,

Spades	X, X, X,
Hearts	Ace, X, X,
Diamonds	King, Jack, X,
Clubs	X, X, X, X,

and the Heart King be in Second Hand, four odd in Hearts would almost surely be the result.

It is evident, therefore, that to avoid being shut out by a preëmptive bid it is wise to bid on the first round.

With a hand which might be much better at No Trump, two of a Major should not be bid.

For example:

Spades	Ace, King, X, X, X, X,
Hearts,	Queen, X,
Diamonds	King, X,
Clubs	Ace, Jack, X,

is strong enough for two Spades, but is not a hand with which to warn a partner not to bid No Trump. With such a hand the bidder is only too anxious that his partner if short in Spades should bid No Trump.



It is a serious, yet common, mistake for a declarer to open with a bid of two or more in one Major when he has strength in the other. This instructs the partner not to bid the other Major and may shut out an otherwise easy game.

Should a declarer have,

Spades	Ace, Queen, X,
Hearts	King, Queen, Ten, X, X, X,
Diamonds	X,
Clubs	X, X, X, <sup>1</sup>

the hand is strong enough to bid more than one Heart originally, but the strength in Spades eliminates the main reason for doing so, and if the partner have long Spades, that suit might be a much more profitable trump.

The partner may have some such holding as,

Spades	King, Jack, Ten, X, X,
Hearts	None,
Diamonds	Ace, X, X,
Clubs	X, X, X, X, X.

In that case a game might be impossible in Hearts yet easy in Spades and a bid of more than one Heart would prove a veritable boomerang.

It is wise, therefore, to make it an invariable

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<sup>1</sup> Should the Diamond and Spade holdings be reversed, the bid should be two or three Hearts.

rule not to bid more than one of a Major suit when strong in the other. With this convention understood, the partner of the initial bidder, even if quite strong<sup>1</sup> in the other Major, should not bid it over a bid of two or more as he knows that the initial bidder is weak in it. Furthermore, as the adversaries also know that the unnamed Major is the suit that the initial bidder is trying to shut out, there is a chance that the Fourth Hand, without great strength, may venture to declare it hoping that his partner holds the balance of the suit. This may provide the opportunity for an ideal double.

**AN INITIAL SUIT BID OF MORE THAN TWO IS A  
PREËMPTIVE DECLARATION<sup>2</sup>**

An initial bid of more than two, either in a Major or Minor, is a preëmptive declaration and indicates that the bidder has good reason to expect that he will win the game should the suit named be the trump. It also indicates that the bidder is very weak in some other direction and is trying to shut out some particular bid. With general strength, preëmpting is not necessary or advisable.

<sup>1</sup> Four honors with six in suit would doubtless justify a take-out.

<sup>2</sup> For discussion of Third Hand preëmptive bids, see page 76.





The player who bids four and makes four does not score more than the player who bids one and makes four, and his risk is much greater. It is, therefore, foolish to bid more than one unless there be some object which warrants the increased hazard.

The preëmptive bid has five such objects:

- (1) It gives valuable information to the partner regarding the number of tricks the hand can take with a certain trump.
- (2) It may prevent an adverse bid which could go game.
- (3) It may prevent an adverse bid which, if made, would direct a lead most advantageous to the opponents.
- (4) It may prevent an adverse bid which, if made, would be advanced by the partner of its maker to such a height that the initial bidder would be forced into a losing contract.
- (5) It may induce the opponents to make an unwarranted bid that they would not otherwise attempt and consequently may produce a heavy penalty that would not otherwise be obtained.

To fully gather the benefits of the preëmptive bid, the bidder must have nerve. A preëmptive bid which should accomplish its purpose, is apt to fail when the bidder shows his timidity by attempting to get off too cheaply.

A real preëmpting hand contains an unusual distribution of cards, and when one hand has this the others are apt to be similarly constituted. The chances are, therefore, that a bid of two will be promptly overcalled, and once that happens the main object of the declaration is lost. An initial three or four is much more apt to stand and may in the end be cheaper, as otherwise the partner, if he have support, may be forced to four or five.

A sound preëmptive bid is made with a hand which either in itself insures game if the bid stand, or which requires little help from the partner to accomplish that purpose. It may be made in a Minor suit, but in that case the bidder assumes a grave responsibility as he tells his partner not to shift to a higher valued declaration unless practically certain of game.

The large majority of preëmptive bids are, therefore, made in a Major suit. To justify the declaration the hand must contain:



1. A most distinct probability of game if the bid stand.
2. Great length and strength in the suit bid.
3. If made in a Major, shortness and weakness in the other Major; if made in a Minor, the main assistance in the other Minor.
4. The number of tricks shown below.

**NUMBER OF TRICKS NECESSARY TO BID MORE THAN ONE**

To justify any bid of more than one the hand of its maker must be able, provided the bid made be the trump, to meet the following requirements as to its trick-taking power:

A bid of two shows six tricks.

A bid of three shows seven tricks and potent possibilities.

A bid of four shows nine sure tricks and at least one more probable.

A bid of five shows eleven practically sure tricks.

An example showing the value of preempting, when the conditions warrant it, follows:

Dealer holds:

Spades	Ace, King, Jack, Ten, X, X,
Hearts	None,
Diamonds	X, X,
Clubs	King, Queen, Jack, Ten, X.



## *The Bidding*



Second hand has:

Spades	X,
Hearts	King, Queen, Ten, X, X,
Diamonds	Ace, X, X, X, X,
Clubs	X, X.

Third Hand has:

Spades	Queen, X, X,
Hearts	Jack, X, X,
Diamonds	X, X, X,
Clubs	X, X, X, X.

Fourth Hand has:

Spades	X, X, X,
Hearts	Ace, X, X, X, X,
Diamonds	King, Queen, X,
Clubs	Ace, X.

The Dealer and partner can make four in Spades; their opponents a Small Slam in Hearts. If the Hearts are once mentioned by either opponent, the other will advance them until the Dealer is overbid or forced to a contract he cannot fulfil. His only chance is to preempt so strongly that his first bid will hold the declaration. A bid of two will not accomplish this, three may, four surely will. The hand has sufficient strength to justify a bid of four and that bid ensures a game that can only be obtained by bold preempting.



The following is an example of a preëmptive bid which places the opponent in an awkward position. The Dealer opens with three Spades and the Second Hand holds:

Spades	None,
Hearts	Ace, Queen X, X, X, X,
Diamonds	Ace, Jack, X, X, X,
Clubs	X, X.

He knows that the preëmptive bid has been made with Spade and Club strength to shut out Hearts, that it will probably go game in Spades, and that should he fail to bid his partner will certainly pass. He realizes that should his partner have a little assistance at the right spots, such a hand as,

Spades	X, X, X,
Hearts	King, X, X,
Diamonds	Queen, Ten, X,
Clubs	X, X, X, X,

he would make four or five odd in Hearts.

But the reverse is just as apt to be the case. His partner may have a bust and the Third Hand may hold,

Spades	X, X,
Hearts	King, Jack, X, X,
Diamonds	King, Queen, Ten, X,
Clubs	X, X, X,



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which would mean being set for 500 or more.

When such situations occur, all the opponent can do is *guess* whether the bid will give him the game, with a big score or cost a 500 penalty, he may readily make the wrong guess and when he does the preemptive bid deserves the credit.

## VI SECOND HAND BIDS

All Second Hand bids made after a pass by the Dealer are considered under initial bids, this chapter being limited to the consideration of what Second Hand should do after a bid by Dealer.

Under such conditions, it may be the last opportunity of Second Hand to bid. It is a "forced" bid, differing from the "free" initial bid heretofore considered, and does not indicate the presence of any certain cards. For example, Dealer bids one Heart and Second Hand holds,

Spades	Jack, Ten, X, X, X,
Hearts	X, X,
Diamonds	Ace, King, Queen,
Clubs	X, X, X.

He cannot pass with the idea of showing his Spades later, as he may not have the chance; he dare not bid two Spades, as he lacks the requisite strength and does not want to keep his partner from bidding a No Trump should the partner have the Hearts well stopped and be weak in Spades. He might double but that would indicate

Club strength which the hand does not possess. After this application of the process of elimination, one Spade is the bid which remains.

A forced bid, therefore, does not of necessity show any specific high cards and consequently is not as informative as an initial bid. It does, however, show that the hand contains a certain number of tricks with the suit named the trump. *Over an adverse bid of one, to bid one of a higher valued suit shows four tricks, plus possibilities; to bid two of a lower valued suit shows five tricks, plus possibilities.*

#### AFTER A NO TRUMP

When Dealer has bid No Trump, Second Hand may find himself with sufficient strength in one or two suits to warrant the expectation of saving game if the No Trump be played; if so, he should not bid unless convinced that his bid will not guide his adversaries into a suit declaration with which they may score game. Even when his suit is a Major and he has such strength in the other Major that he does not fear that his adversaries will shift to it, a bid is not wise unless the hand be so strong that, with the help his partner may be reasonably expected to furnish, there is a





good chance to make game against an adverse No Trump. Therefore, Second Hand should pass either with a solid suit, unless it be supported by sufficient side strength to make game probable, or with a five-card King, Queen, Jack suit and one quick reëntry.

On the other hand, in these days of light No Trumpers Second Hand may have such length and strength in a suit, especially if it be a Major, that a bid may mean game if his partner have a few high cards. To bid or not to bid under such conditions is a question for which it is difficult to furnish any general answer; it must be left to the judgment of the player.

Clubs where Duplicate Auction is played report that their records prove that the average player loses ten times by bidding Second Hand over a No Trump to every loss he makes by passing.

Some writers have, therefore, gone to the extreme of advocating that Second Hand should never bid over a No Trump. To give such advice is unsound, but it is nevertheless true that nine out of ten players would be better off if they blindly followed it.

It is absurd for a Second Hand with some such holding as,

Spades	X, X,
Hearts	X, X,
Diamonds	Ace, X, X,
Clubs	Ace, Jack, Ten, X, X, X,

to bid two Clubs over one No Trump. To make game in Clubs, the partner will have to furnish about four tricks; rather too much to expect against an adverse No Trump. Passing offers an excellent chance to defeat the No Trump, but a bid of two Clubs will probably guide the adversaries away from the No Trump, which will not produce game, to a Major bid which will.

With a weaker holding such as,

Spades	X, X,
Hearts	X, X,
Diamonds	King, X, X, X,
Clubs	Ace, Jack, X, X, X,

the Club bid is still less excusable, as it is subject to all the objections named above, plus the serious chance that it may afford the adversaries an advantageous opportunity to double.

With less than seven tricks it is rarely advisable, Second Hand, to declare a Major suit over an adverse No Trump and to justify a Minor bid the hand should be at least one trick stronger. A few examples follow.



**SECOND HAND HOLDINGS, DEALER HAVING  
BID NO TRUMP**

Spades	X, X.....	} Should pass.
Hearts	X, X.....	
Diamonds	Ace, X, X.....	
Clubs	Ace, King, Queen, Jack, Ten, X.	
Spades	X.....	} Should pass.
Hearts	X, X.....	
Diamonds	King, Queen, Jack, X, X, X.....	
Clubs	Ace, Jack, X, X.....	
Spades	X, X.....	} Should bid.
Hearts	None.....	
Diamonds	King, Queen, Ten, X, X.....	
Clubs	Ace, King, Queen, Jack, X, X...	
Spades	King, Jack, Ten, X .....	} Should bid.
Hearts	Ace, Queen, X.....	
Diamonds	King, Queen, Jack, Ten, X, X...	
Clubs	None.....	
Spades	X, X.....	} Should pass.
Hearts	King, Queen, Jack, X, X, X.....	
Diamonds	Ace, X.....	
Clubs	X, X, X.....	
Spades	Ace, King, Jack, X, X.....	} Should bid.
Hearts	King, Jack, Ten, X.....	
Diamonds	None .....	
Clubs	King, Ten, X, X.....	

One of the ablest bidders in the country makes it a rule in this position never to bid *two* unless strong enough to bid *three*. It is quite possible that a test of this kind is the most simple and reliable of any that can be devised.

This position of Second Hand must not be confused with that of Fourth Hand, bidding a suit for lead-indicating purposes.

**WHEN, THE DEALER HAVING BID NO TRUMP, THE  
SECOND HAND HAS A NO TRUMP ALSO**

The class of Second Hand holdings considered above include only those with which, had Dealer passed, a suit, not a No Trump, would have been bid by Second Hand.

When Second Hand also has a No Trump there arises a situation covered in the Chapter on Doubles, page 121.

**WHEN TO BID NO TRUMP OVER A SUIT**

To justify bidding one No Trump over an adverse initial suit bid, Second Hand should have better than a border line No Trump. The adverse suit should be safely stopped and, if it be stopped but once, the hand should have at least four other quick tricks. If it be stopped twice



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there should be at least three other tricks, but they need not all be quick.

When the adverse suit is stopped but once and Second Hand has a suit declaration, it is generally better to bid it, especially if it be a Major.

When the adverse suit is not stopped, a No Trump should not be bid. The danger is not the playing of one No Trump but that the partner, relying upon the supposed stopper, may carry the No Trump bid to a disastrous height.

With considerable strength in the other three suits but without a stopper in the declared suit, a double (not a No Trump) is the proper declaration. This situation is covered in the Chapter on Doubles page 126.

## VII

### THIRD HAND BIDS

The Third Hand is called upon to declare under one of four conditions, viz:

- (a) After two passes.
- (b) After a pass by Dealer and a bid by Second Hand.
- (c) After two bids.
- (d) After a bid by Dealer and a pass by Second Hand.

#### AFTER TWO PASSES

When Third Hand bids, after two passes, he is affected by considerations which do not concern an initial bidder, viz:

- (1) A partner who has passed should not be counted upon for as much strength as may be expected from a player who has not had an opportunity to declare.
- (2) The adverse strength is apparently banked to the left of Third Hand.
- (3) Unless Third Hand have great strength it is probable that the final bid will be made on his left. It is therefore ad-





visible, when he has a suit that he desires his partner to lead, for him to indicate it by a bid.

These considerations so change the situation that it is radically different from that of Dealer or Second Hand making an initial bid.

To bid a No Trump, despite his partner's pass, Third Hand should have at least one trick greater strength than would be required for an initial bid, but, without any specific number of tricks, he may bid a suit that he desires his partner to lead should the expected No Trump be bid to his left. This, being a bid of one, is not apt to be doubled<sup>1</sup> and it must be understood by the partner to be a lead-indicator, not a trick-indicator. To postpone the lead-indicating bid until after the expected No Trump from Fourth Hand, would require a bid of more than one which might not be safe.

A preëmptive bid is distinctly advisable whenever Third Hand has a suit of such length and strength that, with it the trump, a game seems probable even with a partner too weak to open the bidding. Such a bid does not of necessity show Aces or Kings, nor does it deny them. It

<sup>1</sup> Except a temporary double for informatory purposes.

guarantees that the hand will take at least within one of the number of tricks bid. A Third Hand is justified in bidding one more than the maximum in his hand because even a partner who has passed may be expected to help to the extent of one trick.

**AFTER A PASS BY DEALER AND A BID BY  
SECOND HAND**

The difference between the situation of Third Hand after a pass by Dealer and a bid by Second Hand and that of Second Hand after Dealer's bid,<sup>1</sup> is that in the one case the partner has passed while in the other he is an unknown quantity. At least one more trick is required to justify a bid by Third Hand in the former case than is needed to justify Second Hand in the latter.

**AFTER TWO BIDS**

After two bids, Third Hand has to decide whether he has sufficient strength to advance his partner's declaration.

This subject is considered under the head of "The Bidding Subsequent to the First Round."<sup>2</sup>

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<sup>1</sup> See page 68.

<sup>2</sup> See page 106.





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**AFTER A BID BY DEALER AND A PASS BY  
SECOND HAND**

When Dealer has bid, Second Hand has passed and Third Hand has strength, the winning of the game is most probable and the declaration of Third Hand should be subservient to that object. Without hesitation or apology he should overcall Dealer, provided there is reason to justify it, and Dealer, if the bid of Third Hand does not suit him, should return to his first bid if, in spite of his partner's preference for something else, he still thinks his bid will be the most advantageous.

The science of partnership bidding is to select the bid which the partners would have chosen if they had seen each other's hands. This should be accomplished in a large percentage of hands by bidders of average ability, while with experts a record of very nearly one hundred per cent should be reached. This is only possible by the use of a thorough system of overcalling whereby each partner shows, as accurately as may be, the contents of his hand.

**OVERCALLING THE PARTNER'S NO TRUMP**

The question which has occasioned more discussion than any other Auction problem is: With what holdings should a player overcall his part-

ner's No Trump? This is possibly the most doubtful as well as the most important question upon which there is still considerable difference of opinion. It arises both with weak and strong hands:

- (a) When weak, the bidder must decide whether the defeat of the No Trump is assured; and if so, whether a suit bid, which would increase the size of the contract, would reduce the loss.
- (b) When strong, the point to be determined is whether the game is more probable with or without a trump.

#### THE RESCUE

The advisability of the weakness take-out or "Rescue," as it is generally called, has been questioned by those who contend that advancing a contract from one to two with approximately a bust holding is merely increasing the commitment without materially relieving the situation. The experience of actual play and the test of many hands dealt with the idea of throwing some accurate light upon the question, seem to prove, however, that in the long run the Rescue reduces the loss.

*It should never be made with a suit of less than*



*five cards.* A trump suit of this length will generally take two trump tricks and the Rescue will, therefore, reduce the loss one trick, unless an adversary should get in a profitable ruff.

When, however, the No Trump maker is short and one adversary is long in the suit named by the bust holder, the Rescue may produce serious results. There are also the instances, referred to above, in which changing from a No Trump to a trump gives the adversaries the opportunity to ruff one or more of the high cards which justified the No Trump and which, had the Rescue not taken place, would have been winners.

On the other side of the account are the hands in which the No Trump maker has length and strength in the take-out suit and those in which the naming of a trump keeps a long adverse suit from being run. In both of these cases the Rescue is exceptionally advantageous. Then too the take-out helps in another way. Whenever it can positively be recognized as a Rescue, and is surely not an indication of strength, it warns the No Trump bidder not to go on with the No Trump (if Fourth Hand overcall the take-out) unless he have the requisite tricks in his own hand.

The Rescue (whenever it can positively be



recognized by the partner as such), in the long run, is a sound expedient and, as a saving device, it is equally valuable whether the take-out suit be a Major or a Minor. Of course, when the suit is longer than five cards the benefit is proportionately greater.

All this refers to a take-out that is solely defensive, and the question that immediately arises is: How strong can a hand be and still be considered worthless as an aid to a partner's No Trump? The answer is: When the long suit is headed by Ace, King-Queen or King-Jack it may materially aid the No Trump; a Rescue is, therefore, cowardly and most inadvisable. But when the long suit is headed by King (without Queen or Jack) or by a lower card and the hand, outside of that suit, is without help for a No Trump, a Rescue is in order.

All weakness take-outs are made after the partner has bid *and Second Hand passed*. If the Second Hand bid, that takes out the No Trump; a Rescue is unnecessary and a bid shows strength.

**TAKING OUT A PARTNER'S NO TRUMP WITH  
STRENGTH**

We now come to the more attractive take out of a partner's No Trump, viz: the overcall with

*five cards.* A trump suit of this length will generally take two trump tricks and the Rescue will, therefore, reduce the loss one trick, unless an adversary should get in a profitable ruff.

When, however, the No Trump maker is short and one adversary is long in the suit named by the bust holder, the Rescue may produce serious results. There are also the instances, referred to above, in which changing from a No Trump to a trump gives the adversaries the opportunity to ruff one or more of the high cards which justified the No Trump and which, had the Rescue not taken place, would have been winners.


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The Rescue (whenever

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## The Wedding

*[The page contains faint, illegible markings.]*





strength made with the idea that the game is more apt to be won with the suit named than with the No Trump.

This is generally limited to Major suit bids, as it takes two more tricks to score game in a Minor than in a No Trump, and there are comparatively few hands with a No Trump held by one partner and a strong Minor by the other which will produce eleven tricks with the Minor the trump and yet fail to win nine if played without a trump.

With a strong five-card Major opposite a No Trump, a different situation arises. Game with a Major requires ten tricks and exactly that number may be obtainable so that it will reach its goal, when the same cards in a Minor would fall one short of the eleven tricks then needed.

Some hands with the assistance of a Dummy containing a strong Major will produce three odd tricks for a No Trump but will fail to furnish four for the Major; others which encounter a strong, long adverse suit will find the game easy with a Major, impossible without a trump.

When the partner of a No Trump bidder has a strong five-card Major with, or without, other assistance for a No Trump, it is a gamble whether



## *The Bidding*



he is ensuring or losing game by changing the declaration, provided the original No Trump bidder, if weak in the suit named, does not dare to bid two No Trumps because he cannot tell whether his partner's Major bid is a strength take-out or a Rescue. This situation comes up every day in the experience of every player. One example will suffice. A Third Hand has,

Spades	King, Jack, X, X, X,
Hearts	Queen, Jack, X,
Diamonds	Ace, X, X, X,
Clubs	X.

It depends entirely upon what kind of No Trump the partner has, which bid is the more advantageous.

The partner's hand may be any one of the following types and, as will be seen from the estimated results, the winning of or failure to win the game probably hinges upon whether the play be with or without a trump:

HAND OF NO TRUMP DECLARER		TRICKS PROBABLE AT	
		<i>Spades</i>	<i>No Trump</i>
Spades	Ace, Queen, Ten. . . . .	11 to 13 (game)	7 or 8 (no game)
Hearts	Ace, King, X. . . . .		
Diamonds	King, Jack, X, X, X. . . . .		
Clubs	X, X. . . . .		



strength made with the idea that the game is more apt to be won with the suit named than with the No Trump.

This is generally improper in the case of suit bids, as it takes two more tricks in a suit game than in a No Trump, and there are combinations of hands with a No Trump that no one partner and a strong bidder on the other side will produce seven tricks with the bidder the trump and yet will not win more if played through a trump.

With a strong five-card bidder opposite a No Trump, a different situation arises. A game with a bidder requires ten tricks and exactly that number may be obtainable - that is will come to goal when the game starts in a bidder's suit and be short of the seven tricks then needed.

Some hands with the assistance of a Dummy containing a strong bidder will produce more tricks for a No Trump but will not produce four for the Major - others will produce a strong, long adverse suit will find the game easy a Major impossible without a dummy.

When the partner of a No Trump bidder has a strong five-card Major with or without other assistance for a No Trump, it is a game whether

## ♦ *The Bidding* ♣

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Hearts	Queen, Jack, X,
Diamonds	Ace, X, X, X,
Clubs	X.

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HAND OF NO TRUMP DECLARER		TRICKS PROBABLE AT	
		<i>Spades</i>	<i>No Trump</i>
Spades	Ace, Queen, Ten.....	11 to 13 (game)	7 or 8 (no game)
Hearts	Ace, King, X.....		
Diamonds	King, Jack, X, X, X.....		
Clubs	X, X.....		



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This is generally limited to Major suit bids, as it takes two more tricks to score game in a Minor than in a No Trump, and there are comparatively few hands with a No Trump held by one partner and a strong Minor by the other which will produce eleven tricks with the Minor the trump and yet fail to win nine if played without a trump.

With a strong five-card Major opposite a No Trump, a different situation arises. Game with a Major requires ten tricks and exactly that number may be obtainable so that it will reach its goal, when the same cards in a Minor would fall one short of the eleven tricks then needed.

Some hands with the assistance of a Dummy containing a strong Major will produce three odd tricks for a No Trump but will fail to furnish four for the Major; others which encounter a strong, long adverse suit will find the game easy with a Major, impossible without a trump.

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Hearts	Queen, Jack, X,
Diamonds	Ace, X, X, X,
Clubs	X.

It depends entirely upon what kind of No Trump the partner has, which bid is the more advantageous.

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		<i>Spades</i>	<i>No Trump</i>
Spades	Ace, Queen, Ten.....	11 to 13 (game)	7 or 8 (no game)
Hearts	Ace, King, X.....		
Diamonds	King, Jack, X, X, X.....		
Clubs	X, X.....		



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Hearts	Queen, Jack, X,
Diamonds	Ace, X, X, X,
Clubs	X.

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HAND OF NO TRUMP DECLARER		TRICKS PROBABLE AT	
		<i>Spades</i>	<i>No Trump</i>
Spades	Ace, Queen, Ten. . . . .	11 to 13 (game)	7 or 8 (no game)
Hearts	Ace, King, X. . . . .		
Diamonds	King, Jack, X, X, X. . . . .		
Clubs	X, X. . . . .		



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Spades	King, Jack, X, X, X,
Hearts	Queen, Jack, X,
Diamonds	Ace, X, X, X,
Clubs	X.

It depends entirely upon what kind of No Trump the partner has, which bid is the more advantageous.

The partner's hand may be any one of the following types and, as will be seen from the estimated results, the winning of or failure to win the game probably hinges upon whether the play be with or without a trump:

HAND OF NO TRUMP DECLARER		TRICKS PROBABLE AT	
		<i>Spades</i>	<i>No Trump</i>
Spades	Ace, Queen, Ten. . . . .	11 to 13 (game)	7 or 8 (no game)
Hearts	Ace, King, X. . . . .		
Diamonds	King, Jack, X, X, X. . . . .		
Clubs	X, X. . . . .		



## Auction Methods



HAND OF NO TRUMP DECLARER		TRICKS PROBABLE AT	
		<i>Spades</i>	<i>No Trump</i>
Spades	X.....	7 to 9 (no game)	9 to 11 (game)
Hearts	Ace, Ten, X, X.....		
Diamonds	King, Queen, X, X, X.....		
Clubs	King, Queen, Jack.....		
Spades	X.....	7 to 9 (no game)	11 (game)
Hearts	Ace, King, X, X.....		
Diamonds	King, Queen, Jack, X, X, X.....		
Clubs	Ace, X.....		
Spades	X, X.....	7 or 8 (no game)	8 or 10 (probable game)
Hearts	King, Ten, X, X.....		
Diamonds	Queen, Jack, X.....		
Clubs	Ace, Jack, Ten, X.....		
Spades	Queen, Ten, X, X.....	11 or 12 (game)	8 or 9 (game doubtful)
Hearts	Ace, X, X.....		
Diamonds	King, Queen, Jack, X, X...		
Clubs	Ace.....		

If, therefore, the Third Hand must decide between the two, it is very frequently merely a guess, and yet *slams, games and rubbers depend upon getting that guess right.*

The game is the paramount object of the Auction player. In comparison with it, slight differences in trick or honor scores are not to be considered.

### WHEN TO TAKE OUT WITH A MAJOR SUIT

The best method of ensuring the game, when the initial bid is No Trump and the partner has a hand which can materially help the No Trump



and which includes a strong five-card Major suit, is to have the partner show that Major suit by bidding two Spades or Hearts, as the case may be, with the expectation that the original bidder will return to the No Trump if the character of his hand, plus the information conveyed by his partner's bid, convince him that the game is more probable playing without a trump. But if the partner be in the habit of bidding two of a Major whenever he has a five-card suit, whether it be weak or strong, his bid does not convey any definite information and a return to the No Trump cannot be safely made, because, should the partner have nothing but a flock of small Spades or Hearts, the hand would be worth more with a trump and two No Trumps would be destined to severe defeat. To realize the full value of the strength take-out it must be ear marked so that the partner may be able to distinguish it from a Rescue.

The elimination of the Rescue with Major suits seems to be the solution of the problem. In the long run this will cost a few extra fifties in the honor-score, but it is safe to say that any such losses are inconsiderable compared with the gains bound to result if the original bidder, whenever



weak in the Major take-out, is able to return to his No Trump, knowing that there is just the help he needs across the table. In other words, this plan does away with guessing and enables sound bidders to play the more productive bid practically every time.

Players who adopt this method, when they hold a bust with some such Major suit as Queen, Jack, X, X, X, may regret that they cannot rescue; but the two take-outs (strength and weakness) cannot be combined effectively and the small loss (if loss in that particular hand it prove to be), must be accepted, knowing that the soundness of the scheme of declaration must in the end produce satisfactory results.

It must be remembered, however, that this plan is merely the distinguishing of strength take-outs from Rescues; it is not adopted because Rescues are disapproved and it is not intended that they should be abandoned when they can be recognized. When a Dealer or Second Hand bids a No Trump and his partner bids two of a Major it is impossible, unless this convention be observed, for the No Trump bidder to know whether the take-out shows strength or weakness. But when a No Trump is bid by a player after his partner has



passed, and that partner overcalls the No Trump, the situation is very different. The overcalling partner having by his pass denied the possession of a strong suit, his overcall *must* be a Rescue.

With six cards of a Major suit most players still stick to the weakness take-out, being prepared, should the partner bid two No Trumps, to bid three in their suit. They figure that with a six-card suit and a partner who has the other three well in hand, there can be little danger. With a suit of seven, no matter how weak it may be, the advisability of bidding it cannot be questioned.

With a five-card or longer Major suit, including four or five honors, the first overcall of the partner's No Trump should be a bid of three. This clearly marks the character of the take-out.

#### WHEN TO TAKE OUT WITH A MINOR SUIT

The abandonment of the Rescue with a Major suit does not affect the wisdom of using it with a Minor as, in that case, it is clearly marked as weakness. *The sound Rescuer never bids two of a Minor with strength.* When the partner of a No Trump bidder overcalls with two of a Minor, he waves the red flag and announces a bust with a five-card Minor.



*The only Minor take-out with strength, is a bid of three made with the unusual hand which apparently ensures game and possibly a better honor-score with the Minor suit the trump. This hand almost invariably has a blank suit; some such holding as,*

Spades	X, X, X, X,
Hearts	X, X,
Diamonds	Ace, King, Queen, Ten, X, X, X,
Clubs	None.

Any such combination warrants a Minor strength take-out, as the No Trump may have been bid with strong Spades and Hearts and defenceless Clubs. With such an unusual hand it is perfectly safe to differentiate the bid from a Rescue by bidding *three* Diamonds. If the partner have the other three suits well protected he can safely bid three No Trumps.

Two other examples of this kind of Minor take-out follow. Dealer bids one No Trump, holding,

Spades	Ace, King, X,
Hearts	Ace, King, X,
Diamonds	Ace, X, X, X,
Clubs	X, X, X,



## *The Bidding*



and Third Hand has,

Spades	Queen, X, X,
Hearts	Queen, X, X,
Diamonds	King, Queen, Jack, Ten, X, X, X.
Clubs	None.

Diamonds would produce a Grand Slam plus 63 honors. No Trump would net at most 20 for tricks plus 30 Aces.

Another case:

Dealer bids No Trump, holding,

Spades	Ace, X, X, X,
Hearts	None,
Diamonds	Jack, Ten, X, X,
Clubs	Ace, King, Jack, X, X.

Second Hand with short, weak Spades and the five top Hearts passes.

Third Hand has,

Spades	X,
Hearts	X, X, X, X,
Diamonds	Ace, King, Queen, X, X, X,
Clubs	X, X.

The difference between taking out and leaving in the No Trump is self-evident.



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**SUMMARY OF TAKE-OUTS**

A take-out by bidding two of a Major suit means strength or very unusual length.

A take-out by bidding two of a Minor suit means weakness.

A take-out by bidding three of a Major shows a five-card suit with four honors.

A take-out by bidding three of a Minor suit shows exceptional length and strength in that suit.

An example of each case follows:

**THE RESCUE.**

Suit 1 Jack, Ten, X, X, X,

Suit 2 X, X, X,

Suit 3 Jack, X, X,

Suit 4 X, X.

If Suit 1 be a Minor, bid it; if it be a Major, pass.

**THE STRENGTH TAKE-OUT.**

Suit 1 Ace, King, Jack, X, X,

Suit 2 X, X,

Suit 3 King, X. X,

Suit 4 Queen, Ten, X.

If Suit 1 be a Minor pass (two No Trumps would be a sound declaration); if it be a Major, bid it.





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**TAKE-OUTS WITH BID OF THREE.**

Spades	Ace, King, Queen, Ten, X,
Hearts	King, X, X,
Diamonds	Queen, Jack,
Clubs	X, X, X.

Spades	None.
Hearts	Ace, Jack, Ten,
Diamonds	Queen, Jack, X, X,
Clubs	King, Queen, Jack, Ten, X, X.

**A SCORE COMPLETELY ALTERS THE SITUATION**

All of the above applies only at a love score. When a Minor suit does not require eleven tricks to win the game and a Major suit can reach its goal with less than ten the situation is very different.

Whenever the bidder has any score, no matter how small, Minor suits are at least as near game as Majors are at love. They should, therefore, receive the same treatment.

With a score which insures a game if nine tricks (three odd) be won with a suit the trump, it is generally wiser with a five-card holding to bid that suit than to decline to overcall the No Trump. The same principle is even more sound when eight tricks (two odd) are all that are needed for



the game with either a trump or No Trump. This is the case in the following situations:

12-19 inclusive, with Spades the trump under consideration.

14-19 inclusive, with Hearts the trump under consideration.

16-19 inclusive, with Diamonds the trump under consideration.

18-19 inclusive, with Clubs the trump under consideration.

When one trick with either a trump or No Trump will win the game, it is generally foolish to advance the amount of the contract unless a blank suit, a probable increase in the honor score or a desire to preempt justifies such action.

**WHEN TO OVERBID ONE NO TRUMP WITH  
TWO NO TRUMPS**

In the cases that have been considered above, the question has been when should a partner's No Trump be overcalled with two of a suit. It frequently happens, however, that a different overcall, viz: two No Trumps, is most advisable. After a Dealer's No Trump and a Second Hand pass, if Third Hand pass, Fourth Hand (who is probably the stronger opponent), can indicate



the lead he desires by bidding two of a suit. Should either Dealer or Third Hand then bid two No Trumps, this bid of Fourth Hand will doubtless prove of considerable value as it will enable the leader to open with a strengthening card of his partner's suit. If instead of passing the one No Trump, Third Hand on the first round bid two No Trumps, he is very apt to shut out Fourth Hand, as a bid of three generally appears too dangerous a declaration for a player sandwiched between two No Trump hands.

It is sound bidding for Third Hand on the first round to advance a partner's No Trump from one to two (except of course when he has a Major suit bid) whenever he has four tricks for a No Trump. This frequently shuts out the information which would produce the only lead which could prevent the No Trump from going game. It may result badly when Second Hand, holding a solid suit, has not bid, but that does not often happen with two No Trump hands in existence and it more than makes up for an occasional loss by the numerous cases in which it works like a charm.

It is remarkable how often we see some such bidding as,




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DEALER	2D HAND	3D HAND	4TH HAND
1 No Trump	Pass	Pass	2 Clubs
Pass	Pass	2 No Trumps	Pass
Pass	Pass		

Declarer is kept from going game or possibly defeated by reason of the Club bid, and Third Hand does not appreciate that he is responsible.

#### OVERCALLING A PARTNER'S MINOR BID

When Dealer has bid one Club or one Diamond and Second Hand has passed, Third Hand must realize (unless he has quite an unusual holding) that winning the game with this declaration is most unlikely.<sup>1</sup> He should, therefore, overbid it whenever his strength is sufficient to justify such action. When he has a strong Major he should, of course, declare it, but when a Major bid is lacking he should bid No Trump if he have strength in two suits<sup>2</sup> or defence in three. In the exceptional case in which a game seems probable, with the Minor declared by his partner the trump, he should advance it to at least three.

A few examples follow.

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<sup>1</sup> With a score in the trick column the Third Hand should treat his partner's bid of one of a Minor suit just as, without a score, he treats a bid of one of a Major suit.

<sup>2</sup> This applies even when an Ace or King of the Minor bid by the partner constitutes the "strength" of one of the two suits, because in that case the partner not having both Ace and King of his Minor must have side strength.

**THIRD HAND HOLDINGS, PARTNER HAVING  
BID ONE DIAMOND AND SECOND  
HAND HAVING PASSED**

Spades	Ace, X, X.....	} Should bid No Trump.
Hearts	X, X, X.....	
Diamonds	Queen, X, X.....	
Clubs	Jack, Ten, X, X.....	
Spades	King, X, X.....	} Should bid No Trump.
Hearts	X, X, X.....	
Diamonds	X, X.....	
Clubs	Ace, King, Queen, X, X.....	
Spades	Queen, Jack, X.....	} Should bid No Trump.
Hearts	X, X, X.....	
Diamonds	Ace, X, X.....	
Clubs	Jack, Ten, X, X.....	
Spades	Ace, X.....	} Should bid No Trump.
Hearts	Queen, X, X, X.....	
Diamonds	X, X, X.....	
Clubs	King, X, X, X.....	
Spades	King, X, X.....	} Should bid No Trump.
Hearts	Ace, X, X.....	
Diamonds	Ace, Jack, X.....	
Clubs	X, X, X, X.....	
Spades	Ace, King, X.....	} Should bid four Diamonds.
Hearts	None.....	
Diamonds	King, X, X, X, X.....	
Clubs	Queen, X, X, X, X.....	
Spades	Ace, King, Jack, X, X.....	} Should bid one Spade.
Hearts	X, X.....	
Diamonds	Jack, X.....	
Clubs	King, Jack, X, X.....	



## Auction Methods



Spades	Jack, X, X, X, X.....	} Should pass.
Hearts	X, X, X.....	
Diamonds	Jack, X.....	
Clubs	King, X, X.....	
Spades	X, X, X.....	} Should bid two Clubs.
Hearts	X, X, X.....	
Diamonds	X, X.....	
Clubs	Ace, King, Jack, X, X.....	
Spades	X, X, X.....	} Should bid No Trump.
Hearts	X, X.....	
Diamonds	Ace, X, X.....	
Clubs	Ace, King, Queen, X, X.....	

When the initial bid is two Diamonds or two Clubs,<sup>1</sup> Third Hand should allow it to stand unless he have a Major suit holding which he is confident will win the game with the assistance of his partner's strong Minor suit, or unless he be justified in bidding two No Trumps. He can do the latter with comparatively little strength, as he knows that his partner will render unusual assistance.

### WHEN ONE OF A MAJOR SUIT HAS BEEN DECLARED

When Dealer has bid one Heart or one Spade and Second Hand has passed, Third Hand should not overcall unless weak in the suit his partner has named. By "weak" is meant not only with-

<sup>1</sup> See page 55.

out high cards but also without length. With four small of the suit bid by Dealer, the declaration should not be changed.

If Third Hand, with other strength be *both short and weak* in the Major suit declared by his partner, a pass is inexcusable. In the old days many players considered it almost an insult to overcall a partner's Major and the text books were fond of emphasizing that "Minor suits are bid to be taken out, Major suits to be played." Now it is realized that *a Major bid of one, announces help for a No Trump just as much as a Minor bid of one and it is just as pressing a No Trump invitation.* The only difference is that, when the partner has help for the suit bid and sufficient additional strength to justify bidding No Trump, he should make the No Trump bid over a Minor but support a Major unless the other three suits are all stopped twice.

When short and weak in the Major bid by his partner, not much strength is needed to justify one No Trump. The initial bidder may have been in doubt between the Major and a No Trump and chosen the former for informatory purposes. The No Trump is the shorter road to the goal and the partner of the first bidder should not hesitate to

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take it when it seems to be more promising. The bid can be made without danger because the initial bidder when he does not need help in the trump suit can safely return to his original declaration.

Third Hand should bid one Spade over one Heart or two Hearts over one Spade when he has strength sufficient to justify an original bid in his own suit and distinct weakness in his partner's. The theory is that Third Hand surely cannot aid his partner's suit, while it is possible that his partner may help him. The only difference between bidding two Hearts over one Spade and one Spade over one Heart is that in the one case the amount of the declaration is advanced from one to two and in the other it is not altered. This difference, for the purpose under consideration, is theoretical rather than real as it makes comparatively little difference whether the declaration be one or two.

When Third Hand has such strength in Hearts or Spades that he would advance his partner's declaration of either in the event of an adverse bid, it is wise for him to bid two or more on the first round.<sup>1</sup>

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<sup>1</sup> The doctrine that makes advisable bidding two No Trumps over a partner's one applies here. See page 92.



The Third Hand should bid two of a Minor suit over one of a Major when, short in the Major and without other assistance for a No Trump, he holds a long and strong Minor. The original bidder can then use his judgment whether to allow the Minor to stand, to return to his own suit, or to shift to No Trump. With a score, two of a Minor suit may be bid more freely over the partner's Major.

*A Rescue of a Major bid of one should never be attempted. Taking it out shows strength. A few examples follow, showing the proper method of bidding over partner's one of a Major suit:*

THIRD HAND HOLDINGS, DEALER HAVING  
BID ONE HEART AND SECOND  
HAND HAVING PASSED

Spades	Ace, King, X, X, X.....	{ Should bid one Spade.
Hearts	X.....	{ This hand cannot help
Diamonds	X, X, X, X.....	{ Hearts, but the Dealer
Clubs	X, X, X.....	{ may assist the Spades.
Spades	Ace, King, Jack, X, X....	{ Should pass. This hand
Hearts	King, Ten, X.....	{ can help Hearts; that
Diamonds	Queen, Jack, X, X.....	{ aid would be denied by
Clubs	X.....	{ the bid of a Spade.
Spades	Ace, King, Queen, X, X...	{ Should pass. Same
Hearts	Jack, Ten, X, X.....	{ reasoning as previous
Diamonds	Ace, X, X, X.....	{ hand. Hand is so
Clubs	None.....	{ strong that preempting
		{ is not important.



# Auction Methods



Spades	None.....
Hearts	King, Jack, X, X.....
Diamonds	X, X, X, X.....
Clubs	Ace, King, Queen, X, X...

Should bid  
four Hearts.

Spades	Jack, Ten, X, X, X.....
Hearts	X.....
Diamonds	X, X, X.....
Clubs	X, X, X, X.....

The combined hands might do better with Spades the trump, but to bid a Spade would show strength. A Rescue, under such conditions is deceptive, and probably unnecessary, as the Fourth Hand is apt to bid.

Spades	X, X, X.....
Hearts	X.....
Diamonds	X, X, X.....
Clubs	Ten, X, X, X, X, X.....

Should pass, same reasoning as previous hand.

Spades	Ace, Ten, X, X, X.....
Hearts	Jack, X.....
Diamonds	King, Jack, X.....
Clubs	Queen, Jack, X.....

Should bid one  
No Trump.

Spades	Ace, X.....
Hearts	X, X.....
Diamonds	X, X, X, X.....
Clubs	Ace, King, Queen, X, X...

Should bid one  
No Trump.

Spades	X, X, X, X.....
Hearts	X, X.....
Diamonds	King, Jack, X.....
Clubs	Ace, X, X, X.....

Should bid one  
No Trump.

## ♦ *The Bidding* ♣

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Spades	Jack, Ten, X, X.....	} Should bid one No Trump.
Hearts	X.....	
Diamonds	Queen, X, X, X.....	
Clubs	Ace, Jack, X, X.....	
Spades	Queen, X.....	} Should bid two Hearts.
Hearts	Queen, X, X, X.....	
Diamonds	Ace, X, X, X.....	
Clubs	Jack, X, X.....	
Spades	X, X, X.....	} Should bid two Clubs.
Hearts	X, X.....	
Diamonds	X, X, X.....	
Clubs	Ace, King, Queen, X, X...	

### WHEN MORE THAN ONE OF A MAJOR SUIT HAS BEEN DECLARED

The bid of two or more of a Major suit by the initial bidder is practically a command to the partner not to overcall. Third Hand should only change such a declaration when convinced beyond reasonable doubt that his holding is so unusual that he is warranted in disregarding the order which has been issued. Weakness in the partner's suit and strength in the other Major suit is far from being a sufficient justification, as the initial bidder is probably preëmpting to shut out that suit.

To overbid two of a Major suit with the other Major suit is tantamount to saying, "Partner, I



know you are trying to prevent this bid but I am strong enough to insist upon it." Such action is only justified by a high honor score or a sure game.

Unless holding four or five honors and such other strength that the game is assured, it is obviously absurd to overbid two Hearts or Spades with three of a Minor.

Four Aces is practically the only holding which justifies overbidding two of a Major with two No Trumps.

Hands frequently occur with which it is advisable to advance an initial Major bid from two to three or from three to four. The initial bid shows a desire to preëempt and if the partner have the strength to safely help, it is wise for him to do so. A few examples follow:

**THIRD HAND HOLDINGS, DEALER HAVING  
BID TWO HEARTS AND SECOND  
HAND HAVING PASSED**

Spades	Ace, Queen, X, X, X, X. . . . .	} Should pass.
Hearts	X, X. . . . .	
Diamonds	Ace, King, X. . . . .	
Clubs	X, X. . . . .	
Spades	Ace, King, Queen, Ten, X, X	} Should bid two Spades.
Hearts	X, X. . . . .	
Diamonds	X, X. . . . .	
Clubs	X, X, X. . . . .	



## *The Bidding*



Spades	X, X.....	} Should pass.
Hearts	X, X, X.....	
Diamonds	X, X.....	
Clubs	Ace, King, Queen, Ten, X, X	
Spades	X.....	} Should bid three Clubs, game seems more probable than at Hearts.
Hearts	X.....	
Diamonds	King, X, X, X, X.....	
Clubs	Ace, King, Queen, Ten, X, X	
Spades	X, X, X, X.....	} Should bid three Hearts.
Hearts	Ace, King, X.....	
Diamonds	King, X, X, X.....	
Clubs	X, X.....	
Spades	Ace, X, X.....	} Should bid three Hearts.
Hearts	Ace, X, X.....	
Diamonds	King, X, X.....	
Clubs	Queen, Jack X, X.....	
Spades	X, X, X.....	} Should bid three or four Hearts.
Hearts	Ace, King, X.....	
Diamonds	Ace, King, Queen, X, X, X..	
Clubs	X.....	

## VIII

### FOURTH HAND DECLARATIONS

After three passes the Fourth Hand generally holds a combination of cards which makes a bid by him unmistakable. The other players having shown weakness, or at least the absence of offensive strength, Fourth Hand is apt to have an obvious No Trump or Major declaration. When, however, the exceptional case occurs in which Fourth Hand after three passes finds himself without a plainly indicated bid, his problem is whether it is more probable that he and his partner, or the opponents, will profit should the hand be played. When he has an average hand and his partner has passed with considerable strength, he may, by passing, lose an opportunity for game or at least a material score. On the other hand, when Dealer has passed with strength, Fourth Hand by bidding may present a game to the opponents.

The chances are that with average strength in Fourth Hand there is similar strength in each of the other hands, and that no player has a *bona fide* bid. Should Fourth Hand diagnose this to be the situation, it is wiser for him to



## *The Bidding*



pass. Struggling for a doubtful odd trick is not worth while unless that trick will win the game. From a love score when the only question is whether one odd can be scored, the player who attempts to make it is really playing against odds of at least five to one. The most the trick will produce is 10 and there is a penalty of 50 should he fail.



## IX

### BIDDING AFTER THE FIRST ROUND

After the completion of the first round of the bidding, the question of what should be done is more complicated. So many bids and passes have occurred (some of which may induce further bidding and others of which may warn against it) that it is difficult to frame rules.

There are, however, a few general principles which should be remembered during the later bidding. The most important of these follow.

#### **DO NOT ADVANCE YOUR PARTNER'S BID UNLESS YOU HAVE GREATER STRENGTH THAN HE EXPECTED**

It is most difficult for the beginner to determine when he should support his partner's declaration. The player who is too timid loses many opportunities both to play declarations that can be made and to induce adversaries to undertake contracts they cannot fulfil. The player who is too bold is continually overestimating the strength of his cards and creating disaster for his partnership.

A player who has bid one and declined to advance his own declaration from one to two has

probably made his original bid with little more than the minimum strength that justified it. His bid has been based upon the expectation of receiving average assistance from a partner who had not at that time had an opportunity to show either weakness or strength. Therefore, unless that partner have more than average assistance he should not advance the bid.

The strength of a minimum No Trump may be estimated as follows:

	TRICKS
Value of high cards in border-line No Trump .....	3
Value of playing combined hands .....	1
Value of assistance expected from partner .....	3
<hr style="width: 10%; margin: 0 auto;"/>	
Total, which equals amount of bid .....	7

When the partner of a No Trump bidder is in doubt whether to bid two No Trumps over an adverse suit, he should not do so unless satisfied that his hand will at least insure against serious loss. As the initial bidder may not be able to stop the adverse suit, the partner should not advance to two No Trumps unless he himself can stop it, except in the unusual case in which his hand is so strong that he is satisfied the first bid could not have been made without strength in that suit. As a general rule he should not bid two No



Trumps unless he have at least one trick in the adverse suit, one other sure, quick trick and a reasonable chance for more.

For example, suppose the bidding to have been one No Trump, two Clubs, and the partner of the initial No Trump bidder hold,

Spades	X, X,
Hearts	X, X, X,
Diamonds	Ace, Queen, Ten, X, X,
Clubs	Ace, X, X.

The two Aces are quick, sure tricks, one in the adverse suit, and the remainder of the Diamond holding contains sufficient possibilities to warrant two No Trumps. Change the hand slightly by substituting small Diamonds in place of Queen, Ten, and the probability of establishing that suit is so materially decreased that the extra strength necessary to make the bid is lacking and it is safer to pass. Should the hand be,

Spades	Ace, X, X,
Hearts	X, X,
Diamonds	Ace, Queen, Ten, X, X,
Clubs	X, X, X,

the sound bid over two Clubs would be two Diamonds.

A few more examples follow:



# *The Bidding*



## **HANDS HELD BY THE PARTNER OF A NO TRUMP DECLARER, SECOND HAND HAVING CALLED TWO CLUBS**

Spades	Ace, X, X, X.....	{	The unguarded Queen is not quite sufficient strength, in addition to the two tricks, to justify a bid.
Hearts	Queen.....		
Diamonds	X, X, X, X, X.....		
Clubs	King, X, X.....		
Spades	Ace, X, X.....	{	Should bid two No Trumps. The Diamonds justify it.
Hearts	X, X.....		
Diamonds	Queen, Jack, Ten, X, X..		
Clubs	King, X, X.....		
Spades	Ace, X, X.....	{	Should bid two Diamonds.
Hearts	Queen, X, X.....		
Diamonds	King, Queen, X, X, X....		
Clubs	X, X.....		
Spades	Ace, X, X.....	{	Should pass.
Hearts	King, Queen, X.....		
Diamonds	Jack, X, X, X.....		
Clubs	X, X, X.....		
Spades	X, X, X.....	{	Should pass. It would be a fatal mistake to double or to bid two No Trumps. The Club bidder is obviously making a shift bid. With a long and solid suit he is bidding Clubs expecting two No Trumps will be bid and that he can then double. If the Clubs be doubled he will shift to his real suit. When the shift is recognized it should be passed and slaughtered.
Hearts	X, X, X, X.....		
Diamonds	X.....		
Clubs	Ace, King, Jack, Ten, X..		



Spades	King, X, X.....	} Should pass.
Hearts	X, X, X.....	
Diamonds	Queen, X, X.....	
Clubs	Queen, X, X, X.....	
Spades	Queen, X, X.....	} Should bid two No
Hearts	X.....	
Diamonds	Ace, King, X, X, X... ..	
Clubs	Jack, Ten, X, X	

#### WHEN TO ADVANCE A PARTNER'S SUIT BID

When determining whether or not to advance a partner's suit bid, the player must remember that the minimum strength with which it is made, is Ace, King and three small in the trump suit. The two top honors are, of course, each worth a trick and the three small cards, if there be an even break, should produce two more; so the original bid has a minimum value of four tricks. Add to this the trick always supposed to accrue to the player of the combined hands, and it becomes evident that the player who is advancing a minimum suit bid must take three tricks with his own hand to fulfil his contract.

It is more difficult to answer the question of what should be raisers for a suit bid than for a No Trump. In addition to high cards, length in the trump suit and the ability to ruff are material factors.

The following table attempts to cover the question:

Ace, King or Queen of trump suit, each.....	one
A blank suit, provided the hand contain trumps for ruffing.....	at least two
A single card suit, provided the hand contain trumps for ruffing.....	at least one
A two card suit, provided the hand contain trumps for ruffing.....	less than one
A side Ace.....	one
A guarded side King, unless the suit has been bid by the adversary to the left.....	less than one
A side King and Queen of the same suit.....	fully one
A guarded side Queen.....	much less than one
Four small trumps without short suits to ruff.....	less than one
Five small trumps without short suits to ruff.....	one

Figuring on the basis of the above table, it is a grave question whether with just two raisers the partner's bid should be advanced. Some players and authorities recommend it, but when it is remembered that the original bid may have been made with only four tricks, that the allowance of one extra trick for playing the combined hands is liberal, and that this plus two, totals only seven or one less than the amount bid, the danger of the practice becomes evident. Conservative bidders do not believe in advancing a partner's suit bid of one with a bare two tricks, but with exactly that strength they will advance a partner's



bid from two to three, whether the two was declared originally or bid one at a time. Two tricks should be sufficient to aid, to the extent of one, a partner who is able to bid two entirely upon the strength of his own hand.

With more than two raisers, the partner's bid of one should be advanced and each additional raiser justifies an additional advance. The following examples may aid in elucidating the above.

**HANDS WITH WHICH A PARTNER'S BID OF ONE HEART  
SHOULD OR SHOULD NOT BE ADVANCED, AN ADVER-  
SARY HAVING BID TWO DIAMONDS**

Spades	Queen, X, X.....	} Should pass.
Hearts	Ace, X, X.....	
Diamonds	X, X, X.....	
Clubs	Queen, X, X, X.....	
Spades	Ace, X, X.....	} Should not raise from one to two, but should from two to three.
Hearts	King, X, X.....	
Diamonds	X, X, X.....	
Clubs	Jack, X, X, X.....	
Spades	Ace, X.....	} The Ace is one raiser and the hand has two ele- ments of doubtful value, viz.: but two Spades and the Queen-Jack of Clubs. This is not sufficient to justify a raise.
Hearts	X, X, X.....	
Diamonds	X, X, X.....	
Clubs	Queen, Jack, X, X, X....	

# The Bidding

Spades	Ace.....	{	The singleton Ace, counts at least two, plus the doubtful value of the Queen-Jack makes the hand worth one raise.
Hearts	X, X, X.....		
Diamonds	X, X, X, X.....		
Clubs	Queen, Jack, X, X, X....		
Spades	Ace, X, X.....	{	Should pass.
Hearts	X, X.....		
Diamonds	X, X, X.....		
Clubs	King, X, X, X, X.....		
Spades	Ace, X, X.....	{	Should not raise from one to two, but should from two to three.
Hearts	X, X, X, X.....		
Diamonds	Jack, X, X.....		
Clubs	Jack, Ten, X.....		
Spades	Ace, X.....	{	Should raise once.
Hearts	X, X, X, X.....		
Diamonds	X, X.....		
Clubs	Jack, Ten, X, X, X.....		
Spades	Ace, X.....	{	Worth two raises.
Hearts	King, X, X, X.....		
Diamonds	X, X.....		
Clubs	Queen, Jack, X, X, X. .		
Spades	Ace.....	{	Worth three raises.
Hearts	King, X, X, X.....		
Diamonds	X, X, X.....		
Clubs	King, Jack, X, X, X.....		
Spades	None.....	{	This hand has about six raisers, it should go to five Hearts, but not higher unless the Diamond bidding make it safe to infer that the partner cannot have more than one.
Hearts	King, X, X, X, X.....		
Diamonds	X, X, X.....		
Clubs	Ace, King, X, X, X.....		





Spades	Ace, X.....	} Worth one raise if the original Diamond bid be to the right.
Hearts	X, X, X, X.....	
Diamonds	King, X.....	
Clubs	X X, X, X, X.....	

**DO NOT ADVANCE YOUR OWN BID FROM ONE TO  
TWO UNLESS YOU HAVE AT LEAST SIX  
TRICKS IN YOUR OWN HAND**

Whether it be a No Trump<sup>1</sup> or a suit, a player should not bid two originally with less than six tricks, and the same rule applies whenever the original bidder is called upon to determine whether, without assistance from his partner, he should increase to two his own bid of one. In both cases the partner may have that much dreaded bust, therefore it is unwise to contract to take eight tricks unless at least six be assured.

Players who do not follow this rule may cite the case of an original one No Trump which is often bid with only three sure tricks plus possibilities and is a contract to take seven with a hand which may be four tricks short of that number. These players contend it is more conservative to bid eight with five in hand than seven with three in hand. At first glance this appears plausible, but it really is not sound. A bid of one is rarely

<sup>1</sup> Except with four Aces, in which case the desire to place 100 in the honor score may justify the bid.



penalized by a double, but when two is bid the double frequently follows. It is of vital importance that at the beginning of the bidding the partner be informed concerning the general character of the holding and in the long run any reasonable risk for that purpose is well worth taking.

The advance from one to two is different. The partner has received his information and will help if he have any margin over a bare two tricks. When the partner has but two tricks or less, a venturesome advance of his own bid by the original bidder is not apt to be of any benefit, and it may result in a severe penalty. Furthermore, it is important that this advance, when made, should give definite information so that the partner may have data which will enable him to push it further if his holding warrant. The partner is advised to advance a declaration from two to three with less strength than from one to two; consequently it is important that two should not be bid without sufficient justification. It is wise to make it a rule that upon the second round a player with less than six tricks will never advance his own bid from one to two.

A few examples follow:



## Auction Methods



### HANDS WHICH HAVE BID ONE NO TRUMP AND HAVE BEEN OVERCALLED BY AN ADVERSE TWO HEARTS

Spades	Ace, X, X, X.....	} Should pass.
Hearts	Ace, Queen.....	
Diamonds	Queen, X, X.....	
Clubs	Ace, X, X, X.....	
Spades	Ace, X, X.....	} Worth six tricks with the Heart bid on the right, less with it on the left. The location of the Heart bid should determine the question.
Hearts	King, Jack, X.....	
Diamonds	X, X, X, X.....	
Clubs	Ace, King Queen.....	
Spades	King, X.....	} Should bid two No Trumps.
Hearts	Ace, Queen, Ten.....	
Diamonds	Queen, Jack, X, X, X....	
Clubs	Ace, Jack, X.....	
Spades	King, X.....	} Should bid two No Trumps.
Hearts	Ace, Jack, X.....	
Diamonds	King, Queen, Jack, X, X.	
Clubs	King, Queen, X.....	
Spades	King, Queen, X.....	} Should pass.
Hearts	King, X, X.....	
Diamonds	Ace, Queen, X.....	
Clubs	Queen, X, X, X.....	
Spades	Ace, King, Queen, X.....	} Should bid two Spades.
Hearts	King, X.....	
Diamonds	Ace, Queen, X.....	
Clubs	King, X, X, X.....	

### HANDS WHICH HAVE BID A DIAMOND, AND AFTER TWO PASSES, FOURTH HAND HAS BID A HEART

Spades	X, X, X.....	} Should pass on this and all future rounds. The first bid showed the full strength of the hand.
Hearts	X, X.....	
Diamonds	Ace, Queen, Ten, X, X...	
Clubs	King, Jack, X.....	



## The Bidding



Spades	Ace, King, X.....	} Should pass.
Hearts	X, X, X.....	
Diamonds	Ace, Jack, X, X, X.....	
Clubs	X, X.....	
Spades	Ace, King, X.....	} Should bid two Diamonds.
Hearts	X, X.....	
Diamonds	Ace, King, X, X, X.....	
Clubs	X, X, X.....	
Spades	Ace, X, X.....	} Should bid two Diamonds.
Hearts	X.....	
Diamonds	Ace, Queen, Jack, X, X, X	
Clubs	X, X, X.....	
Spades	X.....	} Should bid two Clubs.
Hearts	None.....	
Diamonds	Ace, King, X, X, X, X. .	
Clubs	King, Queen, X, X, X, X.	

### A PLAYER WHO HAS BID HIS FULL STRENGTH SHOULD THEREAFTER BE SILENT

A player who is considering whether to advance his own or partner's bid should be sure that he has not already shown his full strength. The temptation to disregard this rule is at times exceedingly strong. For example: Dealer bids one Heart holding King, Queen and three other Hearts and the Ace of Spades. The partner overcalls the Heart with one No Trump and Fourth Hand bids two Spades. The original bidder is tempted to bid two No Trumps because he has the adverse suit stopped, not considering that



his partner in bidding the No Trump, counted upon him for at least the amount of strength evidenced by his original bid, and that his Ace of Spades is merely the equivalent for his failure to hold the Ace of Hearts.

Any number of such examples may be given. Dealer bids one Heart, holding,

Spades	Ace, X, X,
Hearts	Ace, Jack, X, X, X,
Diamonds	X, X,
Clubs	X, X, X,

Second Hand bids one Spade, the partner two Hearts and Fourth Hand two Spades. Some players would seriously consider bidding three Hearts, but such action would not be justified; the hand is really a border-line Heart, and any further advance should come from the partner. The full strength of the hand has already been shown; to bid three would be to announce tricks it does not possess. Varying the holding slightly, changes the situation. For example:

Spades	Ace, X, X,
Hearts	Ace, Jack, X, X, X,
Diamonds	None,
Clubs	Queen, Jack, X, X, X,

or

◆ *The Bidding* ♣

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Spades	Ace, X,
Hearts	Ace, Jack, X, X, X, X,
Diamonds	X,
Clubs	X, X, X, X.

In the first case the absence of Diamonds and the Club assistance; in the second, the extra Heart and the Diamond singleton; constitute strength not originally announced and warrant a bid of three; but when the full story has already been told, to bid the same strength twice is the act of an Auction Ananias. This error is so common, even among good players, that advice regarding it cannot be stated with too great emphasis.

One more example may not be superfluous. Dealer bids one No Trump, holding,

Spades	Ace, X,
Hearts	Queen, Jack, X,
Diamonds	King, Jack, X, X,
Clubs	X, X, X, X,

Second Hand bids two Spades, the partner two No Trumps, Fourth Hand three Spades. To bid three No Trumps would be unsound, as the full strength was shown by the first declaration. The same cards, will not win twice and should not be bid twice. When the entire strength of the hand has once been declared the partner knows much



better than the original bidder how far the combined hands may safely venture and the responsibility should be placed upon his shoulders.

#### **FLAG-FLYING**

The practice generally called Flag-Flying is the overbidding of an adverse bid, which, if allowed to stand would result in the game being won by the adversaries. The Flag-Flyer knows that his holding does not justify his bid; but he hopes that he may force the adversaries to a contract they cannot fulfil, or that (if they do not overcall) his loss will be less than that which he would sustain should they go game. This subject is considered under the head of "The value of a game," pages 138-145.

## X

### DOUBLES

There are two classes of doubles, Informatory and Business:

*Informatory.* These are made for the purpose of conveying information to the partner who is expected to overbid, unless his hand be so strong that he feels justified in allowing the double to stand with the expectation of securing a large penalty.

*Business.* These are made with the expectation of defeating the adversary and for the purpose of increasing the score of the doubler; the intention and desire of the doubler being that his double be allowed to stand.

#### INFORMATORY DOUBLES

Informatory doubles may be subdivided into doubles of a No Trump and of a suit declaration. They are limited to the double of adverse bids of *one* or *two*, and to cases in which the partner has not already bid.

Should the partner open the bidding and Second Hand overcall, a double by Third Hand is a busi-





ness double; but if the partner pass and Second Hand bid one or two, a double by Third Hand is informatory.<sup>1</sup>

When a player has once bid, it is folly to ask him to do it over again; furthermore the doubler, by not advancing his partner's bid nor making one of his own, indicates that he can sevs, to defeat the opponent. Under such conditions, to deprive him of the opportunity would be most shortsighted.

This simple difference is vitally important and the student should be careful in each case to distinguish between the two possible meanings of the partner's double.

The size of the bid must also be considered. If a bid of *one* or *two* be doubled, it may be informatory and a take-out expected; if the bid be *three* or *more*, the double comes within the business classification and a take-out is neither expected nor desired.

It is evident that there must be a definite rule to determine what size bid permits an informatory

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<sup>1</sup> If the bidding be Dealer one, Second Hand pass, Third Hand two of either the original or a new bid, and Fourth Hand double: it is informatory.

If the bidding be three passes, a bid of one or two by Fourth Hand, and a Double by Dealer; it is informatory.

If Dealer bid, an adversary overcall, and either Dealer or Third Hand double; it is business.

double. Any doubt upon this point in the mind of either the doubler or his partner would be fatal. Originally, informatory doubles were limited to bids of one. Experience has demonstrated that they may safely be employed against bids of two, but that against bids of three or more they are dangerous. Furthermore, a business double is much more apt to be desired when the adversary starts with so high a declaration.

#### INFORMATORY DOUBLES OF A NO TRUMP

When a bidder opens with a No Trump, and an opponent has a No Trump also, an interesting situation arises. If the opponent pass, the one No Trump is practically sure to stand and, should the balance of the strength be in his partner's hand, he may get a paltry 50 or 100 but lose an opportunity to win the game. If he bid two No Trumps and his partner have a bust, he is apt to be severely penalized.

By a double, however, he may tell his partner, "I have a hand with which I would have bid No Trump had an opponent not done so first. I wish you to take me out by bidding two No Trumps or two of your best suit, as you may prefer, unless you are so strong that you are satis-



fied that, by allowing the double to stand, we shall secure a penalty worth more than the game."

Unless the hand contain eight sure tricks, the double is far safer than bidding two No Trumps and it possesses every advantage of the two No Trump bid because it is always possible to shift to that declaration later.

*A player with less than eight tricks should not bid two No Trumps over one No Trump.* His partner cannot rescue and he may go down as many hundred as his hand falls short of eight tricks. *It is a bid which may lose but which cannot gain.* The double is different; the partner, even with a bust, generally has a suit which, as the trump, is worth one or two tricks. These, plus the five or more tricks in the doubling hand, makes it improbable that his forced bid of two will be expensive.

The informatory double is so fascinating and at times works so well, that many players are unable to resist the temptation to grossly abuse it by using it when the holding does not justify the double. A player with a hand containing only three or four tricks, doubles, finds his partner with a bust, and is surprised by an Ace or King on his left that he expected on his right. As a result he loses heavily and blames the system.

A system should not be condemned because it may be misused by the rash declarer.

The informatory double is especially advantageous when the doubler has strength in both Majors; it should never be made unless the doubler has at least five sure tricks, when over the No Trump bidder, or six sure tricks, when these positions are reversed, *i. e.*, when the doubler is on the right of the No Trump and is faced by a partner who has passed the No Trump.<sup>1</sup>

A few examples follow:

HOLDINGS, OPPONENT HAVING BID NO TRUMP			
Spades	Ace, X.....	}	Should pass.
Hearts	X, X, X.....		
Diamonds	Ace, Queen, X, X.....		
Clubs	Ace, X, X, X.....		
Spades	Ace, Jack, X, X.....	}	Should double. <sup>2</sup>
Hearts	Ace, Queen, X.....		
Diamonds	Ace, X, X.....		
Clubs	X, X, X.....		
Spades	Ace, King, Queen, X.....	}	Should double. <sup>3</sup>
Hearts	Ace, Queen, Jack, X.....		
Diamonds	King, X.....		
Clubs	King, X, X.....		

<sup>1</sup> The partner having passed, the double should not be made without unusual strength. The six tricks should be estimated upon the basis of all missing high cards on the bidder's left.

<sup>2</sup> Should pass if Fourth Hand.

<sup>3</sup> Either Second or Fourth Hand.



Spades	King, X.....	} Should bid two No Trumps.
Hearts	Ace, X, X.....	
Diamonds	King, Queen, X.....	
Clubs	Ace, King, Queen, Jack, X....	

#### INFORMATORY DOUBLE OF A SUIT BID

Doubling an initial suit bid of one or two means that the doubler has strength in the other three suits but cannot stop the suit just bid. This double was devised to meet the embarrassing situation which arises when a player, holding a perfectly good No Trumper, hears his only weak suit bid on the right. It tells the partner exactly what the hand contains and enables him to bid No Trump if he have the declared suit safely stopped; if not, he can bid his long suit, knowing that it will receive able support. When the partner becomes the Declarer, the first lead comes up to instead of through him; this may enable him to stop an adverse suit against which he would otherwise be helpless and may make a No Trump successful which would otherwise fail.

This double should not be made without real strength in each of the three suits and it should guarantee at least five tricks for the partner's declaration, whatever it may be.

A few examples follow:



## *The Bidding*



### HOLDINGS, OPPONENT HAVING BID ONE HEART

Spades	Ace, X, X.....	} Should pass.
Hearts	X, X.....	
Diamonds	Ace, X, X, X.....	
Clubs	Ace, X, X, X.....	
Spades	Ace, Jack, X.....	} Should double.
Hearts	X, X.....	
Diamonds	King, Queen, X, X.....	
Clubs	Ace, Ten, X, X.....	
Spades	Ace, King, X, X.....	} Should double, but if partner bid two Diamonds should overcall with Clubs.
Hearts	X.....	
Diamonds	King, X.....	
Clubs	Ace, King, Queen, X, X, X.	
Spades	Ace, King, X, X, X.....	} Should bid one Spade and if two Hearts are called by initial bidder should bid three Clubs.
Hearts	X.....	
Diamonds	King, X.....	
Clubs	Ace, King, Queen, X, X....	

### DECLARATIONS SUBSEQUENT TO AN INFORMATORY DOUBLE

In this connection it may not be out of place to refer to declarations subsequent to an informatory double, whether it be a No Trump or suit that has been doubled.

The informatory doubler forces his partner to bid, consequently he cannot rely upon the take-out to show strength. He should, therefore, leave the subsequent bidding to the partner.





A plan advanced as a defence against these doubles, is a redouble by the partner of the initial bidder, when he has better than average strength. The advocates of such redoubles fail to realize that when the cards justify a bid, a double, and a redouble by the first three bidders, the Fourth Hand—the hand compelled to bid—must be very weak. Forcing him to bid places him in a most embarrassing position. Why relieve him from such a dilemma by redoubling? Doing so allows him to pass<sup>1</sup> and by exposing the situation to the doubler, permits that player to take himself out. It is much more effective, under such conditions, for the partner of the initial bidder to mask his strength and await developments. If, however, he have a hand with which, regardless of what may happen, he intends, sooner or later, to advance his partner's bid, he should do so at once and thus probably prevent the indication, by the bid of his left hand adversary, of the suit which it would be most advantageous for the right hand adversary to open.

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<sup>1</sup> Some players consider that even with a four card bust a player commanded by his partner to bid should do so. This would be true had the redouble not afforded the opportunity to show the bust and let the strong hand select the take-out. It can hardly be possible that under such conditions a player would wish the redouble to stand, and the pass is therefore generally understood as indicating a bust.

THE RESCUE OF A PARTNER WHOSE NO TRUMP  
HAS BEEN INFORMATORILY DOUBLED

Inasmuch as it is the duty of the partner of a player whose No Trump has been informatorily doubled—

- (a) With real strength to pass,
- (b) With a hand which makes it important to shut out adverse bidding to bid two No Trump,

it becomes evident that any other bid is a Rescue.

Formerly it was expected that a No Trump double would always be taken out by the partner of the doubler, it being regarded as a command; therefore a Rescue by the partner of the No Trump bidder was unnecessary. Now, however, it is realized that with divided strength it is often more advantageous for the partner of the doubler to pass in order to secure a large penalty. The doubler having announced a minimum of five tricks, his partner is in a perfect position to estimate how much can be realized by a pass. The No Trump bidder rarely has a suit with which he can rescue himself, so it is wise for his partner to interpose a rescuing bid whenever he has a





hand which can not help the No Trump and which contains a five-card suit.

This bid should never be mistaken for strength as it is obviously a waving of the red flag, warning the partner not to return to the No Trump.

#### AN UNSOUND INFORMATORY DOUBLE

There is but one other double which may be classed as informatory; it is really half informatory, half business. The opportunity to make it occurs only after a No Trump by the partner and a bid, by the adversary to the right of the doubler, of a suit in which the doubler has two tricks. The theory is that the double of such a bid tells the No Trump bidder that the adverse suit is not dangerous and leaves it to him to decide whether to bid two No Trumps or allow the double to stand.

Viewed superficially, this would seem to be sound bidding, but it does not stand critical examination and does not work well in actual play. The No Trump bidder, when his partner makes this semi-informatory double, cannot tell whether it has been based on two bare tricks in the adverse suit, or on both length and strength in that suit with possibly other strength. If it be the former



(especially when the No Trump is of the border-line variety), the double should be taken out, as the defeat of the suit declaration is far from being ensured; if it be the latter, taking out the double may cost hundreds of points.

All that the No Trump maker can do is *guess*, and guessing is just what modern scientific bidders try to avoid.

Suppose a No Trump has been bid with,

Spades	Ace, Jack, X,
Hearts	X,
Diamonds	King, Queen, X, X,
Clubs	King, X, X, X, X,

or

Spades	King, Jack, X,
Hearts	X, X,
Diamonds	Ace, Queen, X,
Clubs	Jack, Ten, X, X, X,

and a double of two Hearts has been made without a side trick with some such Heart holding as,

Ace, Queen;
Ace, Jack, X;
King Jack, X;
Queen, Ten, X, X.

A game, with Hearts at 16, is quite possible for the adversaries.



On the other hand, should the doubler have some such holding in Hearts as,

Ace, Queen, X, X;  
King, Jack, Ten, X;  
Queen, Ten, X, X, X;

plus some side strength, it would be most annoying, with a "killing" assured, to have the initial bidder *guess* that he dare not pass a double which would produce at least 400, possibly 600.

Under this guessing system it will be found that the greater the strength of the doubler, the greater the probability that the initial bid was "border-line" and that the double will be taken out; the greater the weakness of the doubler, the greater the probability that the No Trump bidder will feel that he should permit the double to stand. Thus it is a case in which a player *is forced to guess and will very probably guess wrong*. It is far better to force the partner of the No Trump bidder to either bid two No Trumps or to double for business purposes with the expectation and desire that the double will stand.<sup>1</sup>

<sup>1</sup> There are some hands with apparently two tricks in an adverse suit which should pass. The No Trump maker has bid with the expectation that his partner has average strength. When all he has is some such holding as Queen, Ten, X, X, of the adverse suit, neither a raise nor a double is warranted. If the original bidder subsequently declare a suit, the above holding might justify a return to the No Trump.

### BUSINESS DOUBLES

With the up-to-date theory of informatory doubles thoroughly understood, every double, except that of an initial bid of one or two, becomes a business double in which the doubler virtually says, "Partner, I am confident that we can defeat this declaration and I want a bonus of 100, instead of 50, for every trick that our adversaries fall short of their contract. I do not wish you to take out the double unless your hand be of such peculiar character that you have good reason to believe that the double will not be very profitable and you are sure you can go game with your declaration."

There are two classes of business doubles:

1. The double of a bid which, if successful, will result in game whether or not it be doubled, such as a double of four Hearts. This is known as a free double.
2. The double of a bid which, if undoubled, would not secure game for the Declarer should he merely fulfil his contract; but which, if doubled, will make game unless the contract be defeated, such as a double of two or three Hearts with a love score.





In the first instance, the doubler may lose the difference in points which the Declarer may make as a result of the double. When, a bid of four Hearts is doubled and the Declarer makes his contract, the double costs 82 points. If the Declarer fall one trick short, the double gains 50 points, so the odds are 82 to 50 against the double. That, however, is not all; the double gives the opponents the option of a redouble. With a redouble, the loss is increased 114 points, the gain 100 points, so that the odds are 196 to 150. When the declaration is Spades or No Trump, the odds against the double are slightly increased; when it is in either of the minor suits they are slightly decreased. In any event the odds are against even a free double and it should not be made unless the indications clearly favor its success.

The explanatory remark often heard after an unsuccessful double, "It could not cost anything, as they were out anyhow," may be very misleading. Suppose a bid of four Hearts be doubled and redoubled and the Declarer take eleven tricks, he being able to ruff one or two high cards which the doubler expected would prove winners. This is an everyday case, but the figures are rarely brought home. Without a double, the Declarer

would have scored 40 points; with the redouble, he scores 160 points and 200 bonus, or 320, presented by an adversary, who hoped at most to gain 50 and thought his effort "could not cost anything."

It having been demonstrated that the odds are against a free double, it is obvious that when the double is not free the doubler is at a still greater disadvantage. First or second game is worth 125 points, rubber game 250 points, and one of these figures (depending upon which game is being played) must be added to the possible loss of the doubler, so that he stands to lose at least four times as much as he is apt to win.

A *doubtful* double should never be made when the partner may have a game hand. For example, Dealer bids three Spades; Second Hand four Hearts. A *doubtful* double of four Hearts by Third Hand under such circumstances would be unwise because the partner, expecting a large bonus, may be deterred from a declaration of four Spades which would have been successful.

The wild doubler is a most dangerous partner, but a player cannot afford to have the reputation of never doubling as that permits his adversaries to take undue liberties in bidding.



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**OVERBIDDING A PARTNER WHEN HE HAS BEEN DOUBLED**

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It is seldom sound bidding to take your partner out when he has been doubled. When the partner of the player whose declaration has been doubled has strength, it will help to win the doubled declaration. When he is weak, the chances are the change will only make matters worse. If the doubler be a reckless bidder, it is probable that the contract will be fulfilled. If the doubler be a sound bidder, it is a safe assumption that he is prepared to effectively double the Rescue.

There are, however, some hands with which a take-out is effective, and it is important that the bidder, who is prone to interfere with the doubled partner, should thoroughly understand their character so that with any other holding he may remain silent. The only case in which the partner should be taken out when doubled is with the unusual hand which cannot help the partner's declaration (when he has had reason to expect help),<sup>1</sup> and yet which will materially aid the take-out declaration.

Suppose Dealer bid one No Trump, Second Hand two Hearts, Third Hand pass, Fourth

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<sup>1</sup> A bid made before the partner of the doubled player has had a chance to show whether he has any strength.



## *The Bidding*



Hand two Spades, Dealer three Diamonds, Second Hand double, and Third Hand hold,

Spades	X, X,
Hearts	X, X, X, X,
Diamonds	X,
Clubs	Jack, Ten, X, X, X, X,

it would be sound to take out with four Clubs. The hand is trickless in Diamonds, but of material assistance in Clubs, and the bidding would indicate that Dealer has some strength in Clubs. In such case, although it increases the contract, the take-out is justified. If, however, the hand be,

Spades	None,
Hearts	X, X, X, X
Diamonds	X, X, X,
Clubs	Jack, Ten, X, X, X, X,

the take-out would be most unwise, as the hand will probably aid the partner by its ability to ruff Spades.

When the hand can help the partner in the declaration which has been doubled, changing it is the limit of folly, as the fulfilling of a doubled declaration is exceptionally remunerative. Suppose a Dealer bid two Hearts, Second and Third





Hands pass, Fourth Hand two Spades, Dealer three Hearts, Second Hand double, and Third Hand hold,

Spades	King, Queen,
Hearts	None,
Diamonds	Ace, King, X, X, X, X,
Clubs	X, X, X, X, X,

it is possible, that four Diamonds might be made, but the partner has bid three Hearts without assistance. This hand assures one Spade and, unless ruffed, two Diamonds. If the partner be a sound bidder his success is beyond question. It is certainly better to surely win three or more Hearts worth 16 per trick (plus a bonus of at least 50) than to take the chance of making four Diamonds worth seven per trick.

#### THE VALUE OF A GAME

At times the Auction player finds himself in the pleasing situation where he feels confident that he can either defeat the adverse declaration, or win the game, by overbidding. This forces him to determine whether the game is worth more than the bonus the double will produce. At other times the situation is reversed and the player fears

that his opponents will go game with their bid, and that he cannot make good his contract should he overcall. Then he has to decide whether, in order to save the game, it is advisable to indulge in a practice generally known in Auction parlance as "flag-flying." This, in plain English, is making a hopeless bid with the idea that it will force the opponents to a contract they cannot fulfil; or, if it be left in, that the loss will be less than the value of the game the adversaries would have won. In order to properly decide either of these questions the Auction player must know the exact value of a game so that he can accurately estimate how much he is giving up in the first case, or how much he is saving in the second.

It is remarkable, in spite of all that has been written on this subject, how many players are still vague in their ideas as to the value of a game, and how many believe that as the situation is then desperate, the time to flag-fly is when the game score is one to nothing against them.

The simplest method of determining what a game is worth is to suppose that chips are being used and that at the beginning of a rubber each side puts 250 chips into a pool, making a total of 500 which is to become the property of the winner



of the rubber. Before a player looks at a card, the interest of his side is one-half of the pool, or 250. When a pair lose the first game, their chance of winning the pool is one in four; that is, they have an even chance (one out of two) of winning the next game, but that only gives them an even chance (one out of two once more) of winning the rubber. So the partners who have lost the first game have but one chance in four of winning the pool, and their interest therein is 125. Conversely, the players who take the first game have three chances out of four of winning the rubber, and their interest in the pool at that time is 375. This means that the interest of the winners has increased 125 and that of the losers decreased 125 by reason of the outcome of the first game.

Should the losers of the first game win the second, their interest would move up from one in four to two in four, or from 125 to 250, a gain of 125; and the interest of the players who won the first game and lost the second would be decreased from 375 to 250, once more a difference of 125. By losing the second game, the interest of the players who lost the first is decreased from 125 to zero, and that of the winners is increased from 375 to 500; so it becomes apparent that the first



and second games are each worth exactly the same, namely, 125.

As the third game is played only when each side has won one, and when the interest of each side in the pool is consequently 250 (it being once more an equal chance), the winners of the third game increase their interest in the pool from 250 to 500, or a gain of 250, and the losers drop from 250 to zero, or a loss of 250. This conclusively fixes the value of the third game at twice the amount of either of the first two, or 250. To these respective game values of 125 and 250 must be added the trick and honor scores of the side scoring game.

The conclusion, therefore, is:

It is not wise to double instead of winning the first or second game, unless the double will win net (that is the amount of penalty less honors scored by the other side) more than 125 plus the points, tricks and honors that would be scored with the game. This means that scoring 100 instead of a first or second game is always a losing proposition, 200 may show either a small loss or gain, but 300 is generally a profitable transaction. Upon this basis of figuring it is not wise to double, instead of winning, the third game unless the double will win at least 400. Conversely, it is wise to



lose 100 instead of allowing the opponents to win either the first or second game and to lose 200 (or if the honor score involved be large, 300) instead of allowing the adversaries to win the third game.

These figures should be given due consideration whenever any of these situations occur in actual play; but while the mathematical part of the proposition as given above is sound, there are one or two points regarding which the player must be convinced before he refuses a profitable double or offers a flag-flying sacrifice.

These points are:

- (a) Before giving up a double the bidder should be confident—
  - (1) That it will not net more than he anticipates.
  - (2) That game is sure in the declaration he is making.
- (b) Before starting the flag-flying he should be convinced—
  - (1) That it will not cost more than he estimates the sacrifice to be worth.
  - (2) That the adversaries will positively go game unless overcalled.

It is obviously most foolish to be set 100 or 200, to keep the opponents from making some trivial

score, such as 24 with 32 honors or to give up a double worth several hundred merely to fall a trick short of game or, worse still, to fail to make the contract.

Of course it will be understood that while the figures given above are sound and while in the long run, those who are guided by them will find the outcome eminently satisfactory, the result in each particular case is apt to depend upon which side gets the next game-going hand (an even chance). A couple of examples will demonstrate this.

A player with a game out (that is with the game score 1-0 against him) makes up his mind that it is his duty to "save the rubber" regardless of the expense. The game of the opponents shows a net of 60 for them and they now can go out making a score of 40 and 32 which would give them a rubber of 382 points. All the flag-flyer can make is 28 honors and a double will cost him 400. The game, as it is not the third, is worth only 125, which, added to 40, 32, and 28 equals 225. So he is 175 to the bad on his operation. Let us suppose the next deal would produce a 40-40 hand for one side or the other—it is an even chance who gets it depending upon just where the cards are cut—for the opponents the game





hand would mean a rubber of 762, in which case the flag-flying would have cost 380 points; for the side of the venturesome one the game hand would merely make it one game all. He would have to get another game hand to win, so he has risked a loss of 380 merely to place himself on even terms.

One more case. During the third game of a rubber a player detects an opponent in flagrant flag-flying and doubles instead of taking in the rubber. The scores of the two sides made during the first two games exactly balance, and the score the doubler would have made had he advanced his bid would have been 50 and 30. This would have given him a rubber of 330 points. He, however, doubles four Hearts and gets 500, less 16 honors, or a net of 484. On the basis of the figures above given this would be a most excellent transaction, as it shows an apparent gain of 154 points ( $484 - 330 = 154$ ). If, however, on the next hand the other side go out with a score of 50 and 30, the doubler would have a rubber score of 154 instead of 330; a loss of 176 by a double that won 500.

It is the long run, however, not the particular case, that should be considered. In the last case if the doubler on the next deal hold the 50-30 hand,



his score for the rubber will be 814, a gain of 484. In other words, he stands to win 484 or lose 176, and it is an even chance which will happen.

To apply the above doctrine whenever the position of the cards is marked so clearly that the bidder can accurately diagnose the situation, is sure in the end to prove advantageous. Of course, it is impossible to be sure how much a double will produce, and all the player can do is to estimate, always remembering that the first or second game is only worth 125, the third 250, and that the tricks and honors are apt to swell these figures to approximately 225 and 350 respectively.

Before leaving the subject a word of caution is possibly in order. It is mathematically a sound gambit to lose 300 rather than to permit the opponents to win a rubber but it is a dangerous chance. It may be that the other side will not go game, in which case it is throwing hundreds away. Even if the adverse game be sure, it is easy to overestimate trick-taking ability and the disaster may be greater than is anticipated. Flag-flying with the expectation of a 100 loss often results in a much larger score for the opponents. Deliberately offering a 300 gambit is proportionately dangerous.





## PART TWO

### *THE PLAY*



## I

### GENERAL OBSERVATIONS

It is much easier to advise an Auction player how to declare than how to play, and as a rule instruction in print relating to intricate situations in the play is of little benefit to the reader.

End situations, and even those which arise earlier in the hand, seldom exactly repeat themselves. Pages may be filled with description of brilliant plays; the reader may study them until he becomes thoroughly familiar with every detail; yet each new deal is apt to produce some new situation. All that is here attempted, therefore, in considering the play, is to offer a few general suggestions that will be found frequently applicable.

### SOME RUDIMENTARY SUGGESTIONS

Declarer should plan the play of the hand with the realization that he has three objects in view: first, to fulfil his declaration; second, when the making of the declaration does not in itself secure game, to obtain that also; third, when the game is assured, to try for a Slam. Naturally,



the opponents of Declarer play with exactly the opposite idea; their main object being to save the game, and their next desideratum to defeat the contract.

#### PLAYING FOR GAME

Declarer should never take a finesse or make any other play which, if it succeed, wins one or more tricks without making game but which, if it fail, loses an otherwise assured contract. The game is far more important than the contract, and Declarer, when he has a reasonable hope of obtaining game should, if necessary, risk his contract. An extra trick counts comparatively little, but the failure to carry out a contract or to capture a game may alter the result of the rubber. On the other hand, Declarer's adversaries should save the game beyond peradventure, even if by so doing they lose an opportunity to defeat the contract.

Suppose the score is love and Declarer, who has bid three Spades and won eight tricks, has exhausted the possibilities of his cards except that he has an Ace and Queen of a suit in Dummy, the lead being in his own hand. One more trick will fulfil his contract, two will give him game. The development of the play has shown that the



adversaries will make the rest of the tricks whenever they obtain the lead; consequently, if he finesse and lose, the eight tricks already taken will be all he will secure; his Ace will "die," and he will be "one down." He is without information as to the location of the King; neither adversary has bid, and neither has, by discard or otherwise in the play, given a reliable hint as to the absence or presence of the all-important card. Declarer's duty is plain. Finessing may lose 27 points and a penalty of 50, 77 in all; but may win, in addition to the extra trick, the game with its estimated value of 250 (if rubber game) or 125 (if first or second game). "Penny wise and pound foolish" aptly characterizes a player who, with an even chance, would not risk a loss of 77 for the chance of gaining 134 or 259.

Under similar conditions, however, if the trump be Diamonds, the finesse should be refused and the contract assured. In that case, three more tricks are needed to make game, and a successful finesse wins but two.

#### PLAY FOR AN EVEN BREAK

Declarer, in the absence of any conflicting indications, should base his play upon the proba-



bility of an even division of the cards. That is, with seven of a suit in his own hand and Dummy, he should play for each of the adversaries to have three; with nine, he should play on the basis that the four missing cards are equally divided between them. In the long run, playing for the even break will net many tricks. The situation most apt to trouble the player arises either in the trump suit or in Declarer's strong suit in a No Trump, when his two hands hold nine cards headed by Ace, King, Jack. The division may be:

Ace, King, Jack, X, X and X, X, X, X;  
Ace, King, X, X, X and Jack, Ten, X, X;  
Ace, Jack, X, X, X and King, X, X, X;  
King, Jack, X, X, X and Ace, X, X, X.

In all these cases the Jack finesse is tempting but, as a general rule, it should be refused and the Ace and King played, with the expectation that an even break will drop the Queen on the second round. The exceptions occur when—

(a) The position of the Queen has been indicated by some declaration or double;

(b) When one adversary has shown unusual length in some other suit.

In the latter case, on the assumption that the adversary who is very long in another suit has but



one of the suit in question, it is sometimes wise to finesse the *second round*.

The rule not to finesse with nine cards of a suit applies only to an Ace, King, Jack finesse; sometimes beginners become confused and apply it to an Ace, Queen. As there are four cards in the adverse hands, the chances are that the suit will last two rounds; making an Ace, Queen finesse advisable.

#### GENERAL PLAY OF THE DECLARER

Declarer, as soon as the Dummy's cards are spread, and before he touches one of them, should size up the situation; see how many tricks are in sight; what suit or suits it is necessary for him to establish; and what, if any, finesse or finesses he will have to make in order to secure his declaration and, if that be assured, his game. This is the time for him to map his campaign, to study his resources, and to determine how they can most advantageously be utilized. He should take a few seconds for deliberation when it will be of benefit, and not postpone it until it may be too late.

The adverse bids should be carefully considered when determining which way to finesse, and during





the play Declarer should be continually figuring on the best method to make his contract. He should remember that failure to fulfil it will surely produce an immediate loss and in the end may cost the rubber.

Declarer should bear in mind that his partner is not now seeking information, and that he has two adversaries from whom he should withhold, as long as possible, knowledge of his strength, weakness, aims, and schemes. False cards and every other deceptive method should be used whenever possible. The low cards in Declarer's hand should be played so as to confuse; for example, 7, 9, 3.

#### DECLARER'S PLAY OF NO-TRUMP

Declarer should use different tactics when playing a No Trump, from those he employs when there is a trump. Without trumps to rely upon, he must use his "stoppers" to prevent the running of an adverse suit. To that end, when he has but one stopper, he should hold it until one adversary is exhausted, and then try to keep the other out of the lead. Doubtful finesses which, if they lose, will put the long hand in must be refused; those which will not, should be tried. When holding up a stopper may induce the adversaries to

open a still more dangerous suit, the stopper should be used without waiting.

Declarer should postpone as long as possible leading a suit of seven cards containing Ace, King, and Queen (but not Jack), and divided four in one hand and three in the other. The reason is that, should either adversary be long in that suit, three rounds will establish for him one or more cards which otherwise would not be made good. Leading even two rounds will warn him not to discard from that suit. Declarer should therefore avoid it, except for the purpose of placing a lead, until his other strength is exhausted, or until it becomes evident that, when next he loses the lead, the adversaries will control the situation.

The probability of establishing an adverse trick is not nearly so great when Declarer has four cards of such a suit in each hand, but it is still possible, and the method outlined above should be followed even when holding eight instead of seven. A thoughtless Declarer who has nothing to fear from an adverse run will often, as soon as he gets in and before he establishes some suit that demands attention, start with a suit of this character. Such tactics may produce unfortunate results.



When Declarer holds a suit long in both hands and headed by the three top honors, two in one hand and one in the other, it is wise to win the first trick with one of the honors of the hand which holds two; in the event of an adversary refusing or having a singleton, this may enable Declarer to "catch an adverse Jack" against which he would not otherwise finesse.

Declarer, even when he has bid a light No Trump and received little assistance, should play with confidence. His adversaries do not know the flimsy character of his declaration, and will credit him with more powerful cards than he really holds. Even experienced players seem to feel that a No Trump is entitled to greater respect than it deserves when made with the minimum strength which conventionally authorizes it. A clever player will frequently capture the odd with such a declaration, merely because the adversaries do not realize his weakness.

#### **DECLARER'S PLAY OF A SUIT DECLARATION**

When there is a trump, Declarer should at once determine which of two plans of campaign to adopt: that is, either lead trumps until the adversaries have no more, or play the ruffing game and



make his trumps separately. Declarer should first look for a chance to trump the losing cards of his strong hand with the trumps of his weak one. If he find no such opportunity, the chances are that the adversaries will attempt some ruffing themselves. This should be prevented by exhausting trumps immediately. When Declarer has a holding which makes him anxious that the trump lead should come from the other side, and Dummy, with short trumps, has a short plain suit (which Declarer cannot arrange for Dummy to ruff, because he holds the same number as Dummy), he can sometimes induce an adverse trump lead by opening the short suit, thus conveying to his adversaries the impression that he intends to ruff with Dummy's short trumps.

If Declarer have sufficient trump length in his weak trump hand to exhaust the adverse trump holding, and still remain with sufficient trumps for all possible ruffs, he should lead trumps before taking the ruff so as to avoid any chance of an over-ruff. An obvious case will exemplify this principle. Declarer holds Ace, King, Queen and one small trump; Dummy, four small; Declarer, King, Queen, and two small Clubs, in which suit Dummy has Ace and one small. Part of Declar-



er's original scheme of play was to have Dummy ruff a losing Club, but to lead that suit before three rounds of trumps would be unwise, as a winning card might be ruffed by an adversary or Dummy be over-ruffed.

Managing Dummy so as to utilize all his small trumps, is evidence of the skill of the player of the combined hands. A simple example follows: With Hearts trump, Dummy holds one small Club, and three worthless trumps. Declarer wins the first trick, has Ace at the head of his long trumps, also Ace, King and two losing Clubs. His play is plain. He should lead his Ace and then a small Club, ruff the latter, lead a trump from Dummy, and then the remaining losing Club, for Dummy to ruff with his last trump.

#### PLAY BY DECLARER'S ADVERSARIES

Declarer's adversaries are at some disadvantage in the play. They have no sure knowledge of each other's cards such as Declarer has of Dummy's, and have to rely on inference drawn from the declaration and the developments of the play. It is highly desirable, therefore, that they understand each other's conventions and avoid misleading plays. When a partner is so weak as

to be negligible, or when misleading him cannot possibly put him in position to make a disastrous play, there is no harm in attempting to deceive Declarer by false carding. But the justification for such tactics is rare and departure from strict convention should be equally so.

Aside from general team work, there are three principal things for Adversaries to bear in mind. (1) Lead through strength and up to weakness. (2) Force Declarer's strong trump hand whenever possible, especially if he show a disinclination to have it forced. (3) Never lead a suit which gives Declarer the opportunity to trump with one hand and, at the same time, to discard from the other.

#### THE COME-ON SIGNAL

One of the best and most serviceable means of giving information is the Come-on signal, which is made, when not attempting to win the trick, by the play or discard of an unnecessarily high card. For example; the Ace and King of a suit being led, the play of the 6 followed by the 5 constitutes a signal, as the 6 is an unnecessarily high card. It may be made even when bidding for the trick; the play (but not the lead) of Jack





followed by Ten would be a signal. The meaning of this signal is that the player who makes it desires the continuation of the suit in which it is made. Playing in the ordinary order, lower before higher, shows that the continuation of that suit is not requested.

This signal is still used by some players to mean, "I can ruff the third round," but it seems foolish to limit it to any such narrow meaning.

The failure to give this signal may or may not mean, "Shift the suit." It merely says, "Partner, I have no reason for asking you to lead this suit a third time."

This signal can be given on either the partner's or Declarer's lead, but is mainly used when the partner is leading as it is then more apt to be of value. It should be watched for by the partner, particularly when he is leading two winners. The first trick sometimes furnishes all the information needed. The play of the Deuce, or of any card which the partner can read as being of necessity the lowest, tells him that either the card is a Singleton or that the player is not beginning a signal. Even a comparatively high card may sometimes be marked on the first round as the lowest. Suppose the partner play the 6,



that the Dummy has the 5, 3 and 2, and the leader the 4; it is plain that the partner is not signaling as the 6 must be his lowest. When a player is anxious to place his partner in the lead, the signal may be of the greatest possible value. Suppose, for example, he has two Ace suits. He needs three tricks to defeat the declaration; he can make his two Aces but, if he then lead the wrong suit, the Declarer will get in and take the rest of the tricks. By leading his two Aces and watching the size of the cards his partner plays, he can generally tell which suit to continue. In such a situation, should the partner wish a suit continued and have more than two small cards of it, he should play the highest so as to emphasize the signal.

#### THE DISCARD

The discard in Auction does not assume nearly so great importance as in other games of the Whist family. The strength of the various suits having been more or less clearly indicated by the bidding, there is not as great opportunity to furnish new information by the discard. But merely because the Auction discard is comparatively unimportant, it must not be assumed that it is unworthy of consideration.





The simple discard from weakness is all that is used or required, provided the meaning of the signal in the discard be understood. A signal by discard (that is, for example, discarding first a 5, followed by a 2) shows strength in that suit, or that the lead of that suit is requested because of ability and desire to ruff.

The signal in the discard is also serviceable when Declarer is playing a long suit, and the adversaries are in doubt which of two suits to keep guarded. In this case, the signal merely says, "I have this suit stopped; you take care of the other."

A signal in a discard to show strength shortens the strong suit and is unnecessary when it is possible to discard once from each of the other suits, which by inference gives the same information. The discard of the lowest shows weakness, negatives all possibility of a "come-on" signal, and by itself transmits important information. Immediate information may also be given when the first discard is as high as a 7 or 8, and the partner can read from the general composition of his hand and Dummy, that the discarder must hold a lower card in that suit.

It is sometimes unwise to give too much information to Declarer when he is in the lead and

controls the situation. There are many hands in which all the adversaries can hope is to save a Slam. In such a case, a bluff discard, *i. e.*, showing strength where it does not exist, may be effective; but in any event weakness should not be indicated so that Declarer will know which way to finesse.

In No Trumps, or with the trumps exhausted, it is unwise to discard a singleton or too many cards of a weak suit. When a suit has been declared, it is unnecessary to repeat the announcement of strength by signalling.

#### BLOCKING THE DUMMY

When Declarer is playing a No Trump and Dummy holds a long suit without reëtry, an adversary, if possible, should block it and prevent the long cards from making, by holding the winning card until Declarer has played what is necessarily his last card of the suit. Great care should be taken not to miss this opportunity when it occurs.

#### AVOID OPENING NEW SUITS

A new suit should not be opened unless the situation shows it to be necessary. When the



honors of a suit are evenly divided, opening it is practically sure to cost a trick, and the starting of any suit which is not headed by both Ace and King, or by a three-card sequence, is almost invariably disadvantageous.

A player should remember that the lead of his partner has been made with some object and should, therefore, be returned except when the holding of Dummy or some other development renders such action plainly inadvisable.

Shifting suits is about as advantageous as swapping horses while crossing a stream, and the advice to return the partner's suit rather than risk a new one applies with equal force whether a No Trump or suit declaration is being played, but does not refer to the situation in which the partner evidently desires that the suit he has declared be led through strength up to him.

#### HOW TO RETURN PARTNER'S LEAD

Playing against a No Trump, when the original Third Hand returns a suit opened by his partner, he should lead the winning card if he hold it. If without the best card, the highest should be returned from either three or two remaining. With four remaining (five originally), the holding

may be longer than that of the original leader and the lowest should be led.

When the original Third Hand returns a suit opened by his partner against a suit declaration, there is some difference of opinion as to whether or not he should lead the lowest of three remaining. The question is not very important but the highest is the conventional play. None of these rules applies in the case, readily distinguishable, in which the adverse strength in the suit is in Dummy, and it is necessary to hold a high card over that hand; the play must then be made to fit the situation, and not according to any hard-and-fast principle.

#### THE FINESSE

The cards of Dummy being exposed, it is easy for the player at the left to determine when to finesse. As the object of a finesse is to catch a high card on the right, *it is useless to finesse against nothing*. For example; a Jack is led against a No Trump, Third Hand has King and others, Dummy has Queen. It is obvious the King should not be played unless the Queen cover the Jack, but when Dummy holds only worthless cards, Third Hand should play the King, because





otherwise he will allow the Queen to win. The leader must have opened either from Ace, Jack, Ten or a suit headed by a Jack-Ten combination. If the former, the play of the King insures every trick; if the latter, it helps clear the suit.

When the lead is not the partner's suit but is made in answer to a declaration, the situation is quite different. For example; Third Hand, with six Hearts headed by King, Ten, and two reëntries, has bid Hearts. Declarer is playing No Trump, and the opening is the Jack of Hearts. Dummy is without strength and Declarer is clearly marked with *both* Ace and Queen of Hearts. Third Hand should, therefore, play small. The play of the King cannot be of any benefit, and should Declarer have the Nine, would be most expensive. This is not a finesse against nothing; the position of the winning cards is marked and it is a conservation of strength.

Playing No Trump, the following finesses are advisable over the Dummy:

WHEN DUMMY HAS	FINESSE
King .....	{ Ace, Queen Ace, Jack Ace, Ten
King, Jack.....	{ Ace, Ten Ace, Nine



## *The Play*



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King, Ten.....	Ace, Nine
Queen.....	{ Ace, Jack Ace, Ten King, Jack King, Ten
Jack and two others.....	{ Ace, Ten King, Ten Queen, Ten

Do not, except with a fourchette, finesse against Queen or Jack singly guarded when it is probable that Declarer and Dummy hold only four cards of the suit, and the leader may have the Ace or King.

Declarer should be guided in finessing by adverse declarations. When one adversary has shown strength, the other weakness and the finesse can be made either way, *i. e.*, with such a holding as King, Jack in one hand and Ace, Ten in the other, it should be made to the left of the strong hand; the same tactics apply when one adverse hand has an established suit of which the other is void.

With a holding of nine or more in the two hands, do not finesse when holding Ace, King, Jack, but play for an even break. This rule does not apply to the finesse with Ace, Queen. The effort to drop a King solus should only be made when holding ten or more cards; with nine it is a losing play.

## II

### LEADING

The selection of the opening lead in Auction is not, as a rule, a very difficult problem.

When there has been considerable bidding, it may be possible to locate with approximate accuracy the suit in which each player is strong, his short suit, and the trick-taking value of the balance of his hand. When only one or two bids have been made, proportionately less information is obtainable; but even the failure of certain players to bid may enable the leader to make deductions of value. Having drawn from the declaration such positive and negative inferences as are open to him, the leader first decides whether to open a suit of his own or one which his partner has named. When his partner has not bid and the leader is without a suit which he wishes to open, he should remember the Whist adage: " 'Tis seldom wrong to lead up to the weak and through the strong."

The methods used in opening against a suit declaration differ from those employed against No Trump. Both openings are discussed below.

#### HOW TO LEAD AGAINST A NO TRUMP

When the partner has not bid, the leader, against a No Trump, should open his own long suit. If he have two long suits, he should pick the stronger, unless he has declared it and has not received support from his partner; in that case it is generally wise to try the other.

A doubtful exception to the lead of a long suit against a No Trump occurs when that suit has been declared, has not been helped by the partner, and the No Trump has been subsequently bid to the right of the leader. In this situation, with a tenace in the long suit, it is sometimes justifiable to attempt to put the partner in by leading another suit so that he may lead through Declarer's strength in the suit bid by the leader. This, however, is a dangerous expedient when the partner has not bid. Should a suit be selected in which the partner cannot win, he may be forced to sacrifice one of his high cards, in which case nothing is gained and the advantage of the lead is transferred to Declarer. If two high cards be missing from the tenace suit (as when it is headed by Ace, Queen, Ten) and Declarer hold them and one small card, it will take two leads to establish the suit. It is not likely that a





partner without sufficient strength to bid will be able to get in twice before Declarer establishes his own long suit. Therefore, as a general proposition, when the partner has not bid, and the hand contains no other advantageous opening, the tenace suit should be led. When the partner has bid, opening his suit in preference to leading from a tenace, is an elementary proposition.

When the partner has bid and the leader has any strength in his partner's suit, he should open it unless he have a solid suit of his own; even when weak in his partner's suit, the leader should open it unless convinced that his own affords a more potent weapon for the attack. There are only four conditions which justify that conviction, viz.:

- (a) When the partner has advanced the leader's bid.
- (b) When the leader's suit is headed by Ace, King, Queen; King, Queen, Jack; or King, Queen, Ten.
- (c) When the leader has only a singleton of his partner's suit and has reëntries.
- (d) When the leader's suit has not been named and the bidding makes it practically certain that the establishment of the partner's suit is hopeless.



Innumerable tricks, games, and rubbers have been thrown away by a leader who, considering solely his own hand, has started with his own long suit in preference to that of his partner. Even experienced players will sometimes open a comparatively weak suit, in preference to the suit bid by the partner.

When a partner who understands modern bidding has named a suit, it can be counted upon for both length and strength and, unless the suit be nearly solid, his hand must contain at least one reëntry. The leader, by his opening, should attack the opponents where they appear to be most vulnerable. A No Trump contract is very likely to spell game unless some suit can quickly be established against it. In order to establish this suit, it is generally necessary to start it at once. Therefore, making the right original opening is probably the only opportunity to save the game. When the leader selects his own suit in preference to his partner's he should be able to say, "In spite of the strength you have announced, I am reasonably sure that we have a better chance to establish this suit than yours."

As a rule, however, the leader does not have sufficient strength to support such a statement



and, when he elects in favor of his own suit, the real message conveyed by his lead is apt to be: "Partner, I know that you have considerable strength and may have bid expressly for the purpose of asking me to lead your suit; but I selfishly prefer to consider my own cards only, rather than to coöperate with you."

The allegation that, as Declarer bid the No Trump after the partner's declaration, with the expectation that the suit named would be led, it becomes the leader's duty to surprise Declarer, is a common but poor excuse for failing to open a partner's suit. It is true that under these conditions Declarer expects that suit to be led, but it may be the only opening he fears. It is more than possible that he has it stopped but once, and that leading it will save the game, even if it do not defeat the contract. It is a short-sighted or unduly sanguine leader who selects a suit of his own, which has not nearly the strength of his partner's, on the wild chance that his partner, instead of the No Trump bidder, has the missing high cards.

When the partner has declared two suits the leader should select the one in which he can render the greater assistance.



#### HOW TO OPEN PARTNER'S SUIT

In leading a partner's suit, the general rule of selecting the fourth best is not followed. The object in leading the suit is to strengthen the partner and it is more important to do that, and also to show him the leader's highest card, than to post him regarding exact length. Holding either two, three or four of a partner's suit, the highest should be led, followed on each succeeding trick by the next in order, the lowest being retained until the last. This is sometimes called the "down and out." An exception to the "down and out" rule occurs when the leader holds four, of which one is Ace, King or Queen; or three, of which one is Ace or King. In either of these cases (Declarer having bid No Trump after the suit in question was bid) a low card should be led in the hope of capturing the card with which the Declarer is expecting to stop the suit.

Another exception occurs when a holding of five makes it possible that the leader may be longer than the partner, who may have bid with only four; in this case the fourth best should be led.

#### OPENING A LONG SUIT

When the leader is opening his own long suit against a No Trump, his procedure depends upon



whether or not he holds a reëntry.<sup>1</sup> A reëntry in this connection means either an Ace or King, unless the suit containing the King has been bid to the left of the leader. In that case the King cannot be expected to win unless accompanied by the Queen. A Queen, even with Jack and one other, is too remote to be considered a reëntry; because the suit containing it may not be led three times.

The lead varies, depending upon the presence of a reëntry, because the object of the leader against a No Trump is to establish the suit led, and to insure so doing he opens it exclusively with that end in view. He knows that Declarer will, if possible, hold up a winning card until the Third Hand is unable to return the suit. Therefore, if the leader be without a reëntry, he must do all in his power to force the winning card from Declarer's hand as early in the play as possible. When he has a reëntry, he may play much more fearlessly. For example, take a long suit headed by Ace, Queen, Jack. The most advantageous lead from this combination is the Ace (as an opponent may hold an unguarded King) and, with a reëntry, that is the lead. But

<sup>1</sup> See Leads, page 170.

without a reëntry, the leader should open with the Queen so as to establish the suit while the partner, who probably has a reëntry, still retains a card of it.

An important convention, which is only used when opening against a No Trump, is that the original lead of an Ace calls for the partner's highest card. The Ace should therefore be led from such a combination as a long suit headed by Ace, King, Jack, Ten; since the drop of the Queen will permit the suit to be run immediately, and the failure of the partner to play the Queen on the first trick will enable the leader to place its position positively, and to continue the suit or not as his judgment and the balance of his hand may dictate.

The Ace should not be led unless the partner's best card, regardless of its size, should be desired; the partner, when the Ace is led, should play his highest even though it be King, or Queen, unless some extraordinary holding of Dummy should convince him that the demand of the leader has not been justified and that complying with it will be trick-sacrificing.

#### SMALL CARD LEADS

Number-showing by the lead is only important in Auction when opening a small card against a

With three in suit the fourth best should not be opened. When this is done, the partner, if he cannot spend more than an generally odd, he must under lead in Declarer and can never determine whether to continue that suit. If sometimes happens that Dummy and Declarer are together and four cards of the suit opened by the leader or opening is lowest now exactly four. Third Hand can mark his partner's suit as being out of Declarer and feeling to assist in its establishment. This is the only method of giving the warning. If the fourth best could be not adopted, the suit is apt to be continued for the benefit of Declarer.

With more than four in suit, the lowest should never be opened. When a leader who can be relied upon to follow this convention opens with what must be his lowest card, he announces his exact number and conveys information that may be of value to his partner.

The holdings from which the top of an intermediate sequence should be led are shown in the tables, and while some of the leads in such cases may not be universally conventional, they have, nevertheless, been found advantageous.

#### THE LEAD AGAINST A SUIT DECLARATION

Against a suit declaration, the original lead of the longest suit is not imperative, strength being far more important than length. Many high-card combinations are opened with a card different from the proper selection against a No Trump; the idea being to win quick tricks with honors, not to establish small cards. The trump has been bid because of Declarer's length and strength; consequently the establishment of a suit against a trump declaration is infrequent.

The leader against a suit declaration should avoid opening a tenace suit,<sup>1</sup> regardless of its length. A suit with three honors in sequence, an Ace-King suit, or, if short in trumps, a singleton of a suit that has not been bid, is apt to be the best lead. When his hand does not contain any of these openings, the leader should try his partner's suit.

When the leader has both the Ace and King of a suit, it is always well to lead the King, not only for the purpose of giving information and taking a practically assured trick, but also in order to obtain a look at Dummy, which will enable a more advantageous sizing up of the situation.

<sup>1</sup> Unless it has been bid by partner.





When his partner has not bid, the leader need not hesitate about starting with a strengthening card of a short suit which has not been bid. He is also justified, if weak in trumps, in asking for a force by leading the top of a two-card suit. This, while not nearly so desirable an opening as a singleton, is better than leading from a tenace. When the leader is long in trumps, he should not ask for a force.

The leader should bear in mind, as a vital principle, that against a suit declaration, a suit containing an Ace should never be opened originally unless the Ace (or King, if that card be also held) be led: he should observe this convention, regardless of the length of the suit. The knowledge that a leader can be relied upon not to have the Ace unless he lead it or the King, will be of material assistance to his partner in the play. It is sometimes very tempting to lead low from an Ace, hoping that the King may be found in Second Hand, and that the partner's Queen may capture the first trick. This play will occasionally prove successful, but in the long run it is a trick-loser, there being so many instances of singletons, even of single Kings, and also of two-card suits, where, unless the Ace be led, De-

clarer will win the first trick and discard the other card before the Ace can take a trick.

One other lead, as an original opening, is conventional against a suit declaration only. It is the lead of a two-card suit consisting of Ace, King. The Ace first, and then King, signifies no more of the suit, and a desire to ruff.

### OPENING LEADS AGAINST A NO TRUMP DECLARATION

HOLDING	WITH A REENTRY	WITHOUT A REENTRY
Ace, King, Queen, Jack, with or without others, Ace	Ace	Ace
Ace, King, Queen, Ten, with one or more others.....	Ace	Ace
Ace, King, Queen, Ten.....	King	King
Ace, King, Queen, with three or more others..	Ace	Ace
Ace, King, Queen, with one or two others....	King	King
Ace, King, Jack, Ten, with two or more others,	Ace	Ace
Ace, King, Jack, Ten, with one other.....	Ace	Jack
Ace, King, Jack, Ten.....	King	Jack
Ace, King, Jack, with three or more others....	Ace	Ace
Ace, King, Jack, with two others.....	Ace	4th best
Ace, King, Jack, with one other.....	King	4th best
Ace, King, and five others.....	Ace	Ace
Ace, King, and four others.....	King	4th best
Ace, King, and two or three others.....	4th best	4th best
Ace, Queen, Jack, Ten, with or without others,	Ace	Queen
Ace, Queen, Jack, with one other.....	Queen	Queen
Ace, Queen, Jack, with two or more others...	Ace	Queen
Ace, Queen, Ten, Nine and three others....	Ace	Ten
Ace, Queen, Ten, Nine, with less than seven..	Ten	Ten
Ace, Queen, and five others.....	Ace	4th best



## Auction Methods



HOLDING	WITH A REENTRY	WITHOUT A REENTRY
Ace, Queen, and two, three, or four others...	4th best	4th best
Ace, Jack, Ten, with one or more others....	Jack	Jack
Ace, Jack, with two or more others.....	4th best	4th best
Ace, Ten, Nine, with one or more others.....	Ten	Ten
Ace, Ten, Eight, with one or more others....	4th best	4th best
King, Queen, Jack, Ten, with or without others.....	King	King
King, Queen, Jack, with one or more others..	King	King
King, Queen, Ten, with one or more others..	King	King
King, Queen, with five or more others.....	King	King
King, Queen, with four or more others.....	King	4th best
King, Queen, with two or three others.....	4th best	4th best
King, Jack, Ten, with one or more others....	Jack	Jack
King, Jack, with two or more others.....	4th best	4th best
King, Ten, Nine, with one or more others...	Ten	Ten
King, Ten, with two or more others.....	4th best	4th best
Queen, Jack, Ten, with one or more others..	Queen	Queen
Queen, Jack, Nine, with one or more others..	Queen	Queen
Queen, Jack, with two or more others.....	4th best	4th best
Queen, Ten, Nine, with one or more others..	Ten	Ten
Jack, Ten, Nine, with one or more others....	Jack	Jack
Jack, Ten, Eight, with one or more others....	Jack	Jack
Jack, Ten, with two or more others.....	4th best	4th best
Ten, Nine, Eight, with one or more others...	Ten	Ten
Ten, Nine, Seven, with one or more others...	Ten	Ten

In all the Ace-King combinations, from which the Ace is the conventional lead, it is designated in preference to the King, because the highest card of the partner is desired; when the King is designated, the suit is not of sufficient strength to make that play advisable.

## ♦ *The Play* ♣

### OPENING LEADS AGAINST A TRUMP DECLARATION

HOLDING	LEAD
Ace, King, Queen, Jack.....	King, then Jack
Ace, King, Queen.....	King, then Queen
Ace, King, Jack.....	King
Ace, King, and one or more others.....	King
Ace, King, without any others.....	Ace, then King
<sup>1</sup> Ace, Queen, Jack.....	Ace, then Queen
<sup>1</sup> Ace, Queen, and one or more others.....	Ace, then lowest
<sup>1</sup> Ace, Jack, Ten.....	Ace
Ace, and one or more small.....	Ace
King, Queen, Jack, with or without others... King	
King, Queen, Ten, with or without others... King	
King, Queen, with or without others..... King	
<sup>1</sup> King, Jack, Ten, with or without others... Jack	
<sup>1</sup> King, Jack, and one or more others.....	Lowest or 4th best
<sup>1</sup> King, Ten, Nine, and one or more others... Ten	
<sup>1</sup> King, and two or more others.....	Lowest or 4th best
Queen, Jack, Ten, with or without others... Queen	
Queen, Jack, Nine, with or without others... Queen	
Queen, Jack, and two or more others.....	Queen <sup>2</sup>
Queen, Jack, and one or no others.....	Queen
Queen, Ten, Nine, with or without others... Ten	
Jack, Ten, with or without others.....	Jack
Ten, Nine, with or without others.....	Ten

<sup>1</sup> These suits unless declared by partner should not be opened, as they are disadvantageous leads against a Trump declaration.

<sup>2</sup> The fourth best is generally considered the conventional lead from this combination but, as the chances are that the suit will be ruffed on the third round if not earlier, a trick can be gained by leading the Queen whenever the King is in Second Hand and the Ace in the Third.



**PART THREE**  
***TOURNAMENT HANDS***





## TOURNAMENT HANDS

During the summer of 1917 it was suggested that the Auction players of the country would gladly create a special fund for patriotic purposes if, as an inducement, a series of tournaments with entrance fees should be held in the principal cities of the United States and Canada.

A method bound to thoroughly test the ability of the contestants was selected. It was determined that twenty-four difficult prearranged hands should be used; the idea being that at every table, whether in New York or New Orleans, Montreal or Kansas City, exactly the same cards should be played; and that every one of the thousands of pairs that played the hands, should have exactly the same chance to make a record, regardless of whether the play took place in the fall of 1917 during the early months of the contest, or in the spring of 1918 when it was nearing its conclusion.

To add to the interest by making the contest as novel and scientific as possible, the plan provided that in every one of the twenty-four hands there should be an opportunity for a brilliant play; that these opportunities should be divided equally





among the four players at the table; that luck should be eliminated by arranging the cards so that sound bidding and play would be rewarded, unjustified declarations and faulty play penalized, and both pairs be given equal scoring possibilities. The idea was that in this tournament a contest between pairs of about equal ability should produce scores of practically the same size and that, when there was any decided difference in skill, the relative strength of the contesting pairs should be accurately indicated by the result.

To meet these difficult requirements, a number of the leading players of the country were asked to contribute hands which contained brilliant plays. The response to this request was most gratifying; so that, even after weeding out a large number of hands which for various reasons did not comply with the requirements, the final selection was made from several hundred brilliant and interesting ones. The twenty-four finally chosen were so arranged that perfect play would apparently produce a score of 2500 points for both the East and West and the North and South Players.

Using these hands, tournaments were held almost every day from October, 1917, to June, 1918,

and the scores proved that the efforts of the compilers had been successful; in the long series of contests, the East and West totals were practically the same as the North and South. It is true that in some sessions one direction produced a much larger score than the other, but that was merely because on that occasion the stronger pairs happened to sit that way; at the next play the result was just as apt to be reversed; and the entire series demonstrated beyond question that a set of twenty-four hands had been obtained, in which neither side obtained any benefit from the manner in which the cards were arranged.

In every case in which one pair was distinctly stronger than its adversaries, the better players won by a decided margin regardless of whether they happened to sit North and South or East and West. One expert, who played and studied the hands, aptly described them when he said, "If I were playing these hands at five dollars a point, I would not give five cents for the choice of seats."

It is safe to assume that these hands not only contain situations of unusual interest to the expert; but that, in addition, they give to any two rival pairs who are honestly in doubt as to their comparative merits, the only quick opportunity



yet offered to conclusively determine which is really the stronger.

#### HOW LUCK AFFECTS THE GAME

When playing Auction in the ordinary way and trusting to the chance of the deal, the percentage of luck is generally estimated as being from eighty to ninety-five per cent the determining factor; the answer to the question of whether the percentage of skill is as low as five or as high as twenty, depending upon the caliber of the players. Even the very best are not thought to have more than twenty per cent advantage over the mediocre; in other words, in any one sitting luck will give the weaker pair the victory whenever it furnishes them with cards one-fifth above the average. Every one knows of countless instances in which two dubs have taken a rubber, or even a succession of rubbers, from a pair of experts. In the long run skill will tell, but one evening's play obviously means little.

#### DUPLICATE AUCTION

Any sort of duplicate play is more nearly conclusive than merely trusting to the luck of the deal; but never before has there been any method

devised to determine, in one sitting, the comparative skill of two pairs.

The Progressive Duplicate contests very successfully conducted at the Knickerbocker Whist Club of New York, and at certain other clubs which have inherited a taste for duplicate from the days of Whist, afford a most interesting opportunity for comparison between the scores made by all pairs who play in the same direction; and in these contests, skill unquestionably affects the result very much more than it does in any ordinary luck-of-the-deal game. But it cannot be contended that the progressive scores of pairs at a single sitting, even though they play the same cards against the same adversaries, are conclusive tests of comparative skill; the bidding and play of the various opponents constitute almost as important a factor as skill does, in determining who will receive the temporary honors. Theoretically, when two pairs sitting North and South play exactly the same cards against a number of pairs sitting East and West, and both of the said North and South pairs bid and play perfectly, they should have the same scores. Practically no such result is apt to happen, as the score of each pair is affected by the opposition it encounters.





All the East and West players may make losing mistakes against one North and South pair and either play perfectly, or make mistakes which do not prove expensive, against the other. So that, after gathering a large number of players and going through all the elaborate maneuvers incident to a progressive contest, the scores of one session do not necessarily show the comparative skill even of the contestants who play the same cards. To obtain a conclusive test in one sitting, rivals must play against each other.

#### MNEMONIC DUPLICATE

In Mnemonic Duplicate (or "Memory Duplicate" as it is generally called), the rivals do meet; but that system is quite absurd as a test of Auction merit. Even in Duplicate Whist the mnemonic feature proved most objectionable because any player, regardless of his ability, was apt to recall some peculiarity of a hand and benefit by his recollection; while the expert with a retentive memory was able during the overplay (even when it was postponed for weeks) to place every important card. Mnemonic Whist therefore was generally recognized as merely a test of memory, not of skill.

In Auction (with its bidding feature) it is ob-



viously much more absurd to allow players a second bidding and play of the same hand; the original bidding is easily remembered and it fixes all the features of the hand in the player's mind, so that on the overplay he is very apt to know just how high it is safe to bid, when to double and where each high card is located. This produces a form of contest that is merely a travesty of the real game.

#### A REAL TEST OF SKILL DEVISED

Rival pairs have therefore in the past been unable to obtain a conclusive test. The Tournament Hands, however open new possibilities. The result, playing with these prearranged cards, is not affected by luck; nor by the mistakes of others; nor by memory of the way the cards are placed. It is a one hundred per cent test of Auction form and the vanquished are not entitled to sympathy; they have lost on the merits and not an alibi or excuse is in order. To the victors belong all the glory and credit, as well as the spoils if such there be.

#### A WORD OF ADVICE

There is not a single play in these hands that a brilliant player should not be able to make, yet



not one of the so-called Coups can be hit upon by a mere guess. Players who regard them as "trick hands", and who feel that in the bidding and play they should attempt the unusual without any sound reason for such action, are riding for a terrible fall. There has been an earnest effort to make the hands fool-proof and, while the player who insists upon treating them as "trick hands" may by his folly eliminate the opportunity to make a play out of the ordinary which otherwise would be offered to some one at the table, he may be sure the result will be a gain for his adversaries.

#### HOW TO USE THE HANDS

The best method for two pairs of players who wish to test their skill with these hands is to use a set of the duplicate boards.<sup>1</sup> Some one who is not to play should sort and place the cards in the respective boards. This is a task which requires complete concentration and should not be undertaken in a hurry nor in the midst of distracting conditions.

The players should not look at any of the hands, read any of the comment concerning them, nor discuss them with anyone familiar with them

<sup>1</sup> Manufactured and sold by the United States Playing Card Co., Cincinnati, Ohio.

until after the play; but at the end of the play of each hand, or at the conclusion of the sitting, as may be preferred, an examination of the correct scores and of the comment is sure to be interesting and possibly may prove instructive.

#### HOW TO SCORE

In order to produce the most conclusive test possible in playing the hands, all thought of rubbers should be abandoned. Each successive hand should be bid, played and scored as if it were the only one of the sitting. As in the ordinary game, the object of the players should be to make the maximum score that the hand permits; or, if it be a hand in which the strength is with the opponents, to hold them down to the minimum. The only difference between the play of these hands and ordinary play, is that the value of winning the rubber (that is the 250 bonus that the rubber game carries with it) is not considered, a game bonus of 125 being substituted. In all else the scoring is the same as in the ordinary game; Slams and Penalties are all valued at the usual figures; doubles and redoubles are allowed.

The game bonus feature may be new to those who have not played Duplicate or Progressive





Auction. For each game (*i. e.*, thirty or more points for tricks) won in one hand, 125 is scored as a bonus, this bonus being allowed only when a game is made in one hand. If, for example, nine tricks (three odd) in Spades be made in one hand, that score of 27 is not carried forward to the next; each hand starts "love all."

The thoughtful player will realize that when rubbers are not played, a bonus must be allowed for a game; and as 125 is the real value of the first or second game of a rubber, and as it is allowed by Law 13 (b) for a game when a rubber is unfinished, it has generally been used in Duplicate and Progressive Auction as the proper premium for winning a game in one hand.

In the entire series of play with these Tournament Hands, 125 was allowed for each game won, and it was on that basis that a 2500 valuation was established for both of the contesting pairs.

It obviously does not matter in what order the hands are played as long as the entire set of twenty-four is completed, but leaving out even one hand must necessarily interfere with the conclusive character of the test.

The best form of score sheet will be found after the last hand. The correct score of every hand

# ♦ *Tournament Hands* ♣

has been entered on it to show the method of scoring.

## TOURNAMENT HANDS

### No. 1

#### *The Hands*

<p>♠ King, 4 ♥ Queen, 8, 5 ♦ King, 5, 3 ♣ Queen, Jack, Ten, 4, 3</p>	<p>♠ Ace, 7, 3 ♥ King, 6, 4, 2 ♦ Ace, Queen, Jack, 8, 6 ♣ King</p>	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 80%;"><p style="text-align: center;">NORTH (Dealer)</p><table style="width: 100%; border: none;"><tr><td style="width: 50%; border: none;">WEST</td><td style="width: 50%; border: none;">EAST</td></tr><tr><td colspan="2" style="border: none; height: 40px;"></td></tr><tr><td colspan="2" style="border: none; text-align: center;">SOUTH</td></tr></table></div>	WEST	EAST			SOUTH		<p>♠ 6, 5 ♥ Ace, Jack, Ten ♦ 7, 4, 2 ♣ 9, 8, 6, 5, 2</p>
WEST	EAST								
SOUTH									
<p>♠ Queen, Jack, Ten, 9, 8, 2 ♥ 9, 7, 3 ♦ Ten, 9 ♣ Ace, 7</p>									

#### *The Bidding*

NORTH	EAST	SOUTH	WEST
1 No Trump	Pass	2 Spades	Pass
Pass	Pass		

#### *The Play*

TR.	WEST	NORTH (Dummy)	EAST	SOUTH (Declarer)
1.	Queen Clubs	King Clubs	5 Clubs	Ace Clubs*
2.	King Spades	Ace Spades*	6 Spades	Queen Spades
3.	4 Spades	3 Spades	5 Spades	Jack Spades*
4.				Ten Diamonds

\* This card wins the trick.



The Declarer finesse if West does not play the King of Diamonds on trick 4 and wins thirteen tricks as he discards his three losing Hearts on Dummy's Diamonds and trumps his losing Club with Dummy's last trump.

Tricks: North and South, 13; East and West, 0.

#### COMMENT

The play in this hand occurs on the first trick. Declarer in order to place the lead should overplay Dummy, although Dummy's card would hold the trick.

Should Declarer permit Dummy's King of Clubs to win, he must lead from Dummy and thereby be deprived of his chance to finesse the trumps. In his examination of the hand before he plays, Declarer should perceive that it is vital that he maneuver so that West cannot obtain the lead. Should West get in, he will surely lead through the King of Hearts and this, if the Ace be held by East, will save the game. On the other hand, losing a trump finesse to East cannot endanger the game and, if both Kings are held by West, the above method of play means a Grand Slam.

The advisability of taking Dummy's trick must become evident if Declarer stop, look and reason before he plays. It is most important that Declarer, as soon as Dummy's hand is ex-



## *Tournament Hands*



posed and before he touches a card in Dummy, should map out his plan of play. A few seconds taken then will put him on the right track.

As the cards lie in this hand, if Declarer fail to win trick 1 with the Ace, he must lead a trump from Dummy. West must win with the King and should lead the Queen of Hearts; that means one trump and three Heart tricks for East and West, which saves game. It is therefore evident that if Declarer fail to win the first trick in his own hand, it should cost him—

4 tricks, value.....	36
Grand Slam, value.....	100
Game, value .....	125
<hr/>	
Total points lost.....	261

merely because of his failure to stop, look and reason before playing the first trick.

In the actual play of this hand in the tournament, less than ten per cent of Declarers made the vital play and probably ninety per cent of those who failed would have sized up the situation and made the play had they looked before they leaped.

No other characteristic more readily and quickly marks the Auction expert than that—as soon



as Dummy's hand is exposed, as soon as he knows exactly what his opportunities are, before he touches a card (because a card in Dummy's hand must be played if touched except for the purpose of arranging)—he determines upon the method he will adopt to make his contract, his game, or his Slam, as the possibilities of the twenty-six cards may permit. If it be a No Trump, he will plan which suit to establish, whether the first trick should be won, where the lead should be placed, which hand needs the reëntry, etc. If a trump declaration is being played, such questions as whether the trump should be exhausted or a ruff be first given to Dummy will be determined.

Then the expert will proceed to carry out his plans. Subsequent unexpected developments may force him to change, but at least he starts soundly.

The careless player will not permit himself to "be bored" by doing this; the ignorant player can not appreciate its advisability. Both dash along without a definite plan until it is too late.

The player who stops, looks and reasons when he first sees his Dummy obtains a great advantage. The result of the play of hand No. 1 proves this most convincingly.



## Tournament Hands



### No. 2

#### The Hands

♠ Jack, 8, 5, 3  
♥ Queen, 8, 2  
♦ Ace, Queen, 9  
♣ Jack, Ten, 9

♠ King, Ten, 4, 2  
♥ 6, 5, 4  
♦ King, 6, 3  
♣ Queen, 4, 3

NORTH	
WEST	EAST (Dealer)
SOUTH	

♠ Ace, Queen, 9  
♥ Ace, King  
♦ Jack, 8, 5  
♣ King, 8, 6, 5, 2

♠ 7, 6  
♥ Jack, Ten, 9, 7, 3  
♦ Ten, 7, 4, 2  
♣ Ace, 7

#### The Bidding

	EAST	SOUTH	WEST	NORTH
1	No Trump	Pass	Pass	Pass

#### The Play

	SOUTH	WEST (Dummy)	NORTH	EAST (Declarer)
Tr.				
1.	Jack Hearts	4 Hearts	8 Hearts	Ace Hearts*
2.	7 Clubs	Queen Clubs*	9 Clubs	2 Clubs
3.	Ace Clubs*	3 Clubs	10 Clubs	5 Clubs

East and West must make at least the three remaining Club tricks, three Spades and one Heart; these, with the two tricks already won, insure the game.

#### COMMENT

When Declarer wins the first trick, he can see that game is possible only if the Clubs can be established before the adversaries obtain control





of Hearts. To take in the Spades first, even if they run, will not improve the situation; and if one adversary have four Spades headed by the Jack, leading them must make up an adverse trick not otherwise possible for the enemy to obtain. It is inexcusably bad play for a No Trump Declarer to attempt to run a suit composed of four cards in one hand and three in the other in which he has Ace, King and Queen *but not Jack*, unless the adversaries have already established a suit.

Playing a No Trump, Declarer unless threatened by an adverse run, should avoid leading a seven-card suit of this sort (*i. e.*, four in the exposed hand and three in the closed, or *vice versa*). If the adverse length be evenly divided, and the suit therefore be good for four tricks, they can always be made; delay does not decrease their number or value. On the other hand, if the six adverse cards be four in one hand and two in the other, so that four tricks cannot be run at the start of play, postponement (especially when Dummy has only three) may induce an adverse discard that will make up a fourth trick in the suit which would not have been possible at the start.

In the hand under consideration, the Club lead  
(200)



produces a situation which frequently occurs at the Auction table; one which, while quite simple and easily recognized, is for some strange reason generally overlooked except by the most expert. When it is the turn of Declarer to play to the second Club trick, his right hand adversary has played the Nine and Ten and has failed to take the Queen with the Ace. This marks the Ace on the left and would do so even if the player on the right has false carded and played Jack and Ten. The position of the remaining Club cannot be marked; but if the player to the left (South) has it, as well as the Ace, he must win two Club tricks: playing the King cannot improve matters. If, however, the Club which cannot be placed is on the right (North), ducking will establish the suit and win a game otherwise unobtainable.

In other words, on the second round of a suit whenever the best card can be marked on the left and Declarer has the second but not the third best, he should duck. This play cannot lose and has a fifty per cent chance of winning. In the tournament play of this hand about one-fourth of the players proved themselves masters of this situation, the other seventy-five per cent. missing the point entirely.





## Auction Methods

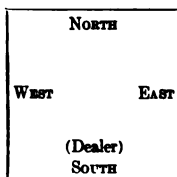


### No. 3

#### The Hands

♠ 9, 7, 6, 4  
♥ King, Queen, Jack, 5  
♦ 8, 6  
♣ Ace, 7, 3

♠ Ace, King, Queen, Ten, 2  
♥ Ten, 9  
♦ King, 4  
♣ King, Jack, 9, 5



♠ Jack, 3  
♥ 8, 6, 3  
♦ Ace, Jack, Ten, 7, 5  
♣ Ten, 6, 2

♠ 8, 5  
♥ Ace, 7, 4, 2  
♦ Queen, 9, 3, 2  
♣ Queen, 8, 4

#### The Bidding

SOUTH	WEST	NORTH	EAST
Pass	2 Spades	Pass	Pass
Pass			

#### The Play

TR.	NORTH	EAST (Dummy)	SOUTH	WEST (Declarer)
1.	King Hearts*	3 Hearts	7 Hearts	Ten Hearts
2.	Jack Hearts*	6 Hearts	2 Hearts	9 Hearts
3.	5 Hearts	8 Hearts	Ace Hearts	2 Spades*
4.	4 Spades	Jack Spades*	5 Spades	Ten Spades
5.	Ace Clubs*	Ten Clubs	4 Clubs	5 Clubs

North's proper lead at trick 6 is doubtful, but it does not matter what he plays; if a Heart, Dummy trumps and leads another Club; if a Diamond, Declarer wins and, after exhausting the trumps, puts Dummy in to lead the second round of Clubs; if a trump, Dummy wins and leads a Club; if a Club, the situation at once becomes simple.

COMMENT

The point of the hand is that Declarer when he trumps the Heart (trick 3) must choose between two methods, either of which may or may not make the game, depending upon the position of the Queen of the suit Declarer tries to establish. The most tempting plan is to exhaust trumps and then lead and finesse the Diamond. If this be attempted, the game is possible only if the adverse Diamonds be equally divided and also if the Queen be in North's hand. The chances are even as to where the Queen will be found; but there is the added chance that, if it be in North's hand there will be three other Diamonds with it. It is therefore evident that if the Diamond finesse be selected, the odds will be against its making game. Furthermore, Declarer must realize that should he adopt this method and find the Queen on his right (South), he may win only six tricks (two down).

The other plan is to play to make three Clubs, two Diamonds (not risking a finesse) and five trumps. The chance of success is the same, as it is necessary to find the Queen and not more than two other Clubs in South's hand; but should it go wrong, the contract is still safe. The



worst that can happen is for the adversaries to take in the Ace of Clubs, saving game but netting three odd for Declarer. If the adversaries do not save game at this point, Declarer, if venture-some, can still chance the Diamond play. It is wiser, therefore, to try the Clubs first.

To make the Club establishment possible, the suit must be led twice from Dummy; and furthermore Dummy's trumps must not be exhausted before taking out the Ace of Clubs. It may be very dangerous to permit Declarer to be forced again, as one adversary may have four trumps, and all Declarer's trumps may be required to exhaust them. The lead of a trump, putting Dummy in with the Jack, and then the Club Ten from Dummy (thus holding the Ace of Diamonds as a second reëntree should the Club finesse succeed), is clearly the sound play.

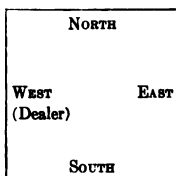
It may strike the reader that this hand is a problem in mathematics. So it is—in a way—but it is the character of problem that a Declarer often has to solve before he can intelligently play his first card. The problem is: *What are the chances against the success of a certain play, and what premium does its success offer?*

# ♦      *Tournament Hands*      ♣

## No. 4

### *The Hands*

♠ King, Queen, 8 ♥ Jack, 9, 8 ♦ Jack, 6, 4, 2 ♣ Jack, Ten, 8	♠ Ace, 7, 3 ♥ Ace, King, 5, 3 ♦ Ace, Queen, Ten, 8, 5 ♣ 9	♠ Jack, Ten, 9, 6, 5 ♥ 6, 4, 2 ♦ King, 3 ♣ Queen, 6, 4	♠ 4, 2 ♥ Queen, Ten, 7 ♦ 9, 7 ♣ Ace, King, 7, 5, 3, 2
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### *The Bidding*

WEST	NORTH	EAST	SOUTH
Pass	1 No Trump	Pass	Pass
Pass			

### *The Play*

	EAST	SOUTH (Dummy)	WEST	NORTH (Declarer)
Tr.				
1.	<b>Jack Spades</b>	2 Spades	Queen Spades*	3 Spades
2.	5 Spades	4 Spades	<b>King Spades*</b>	7 Spades
3.	6 Spades	7 Hearts	8 Spades	Ace Spades*
4.	4 Clubs	2 Clubs	10 Clubs*	9 Clubs

No matter what West leads Declarer makes the remaining tricks.

Tricks: North and South, 10; East and West, 3.

### COMMENT

It is obvious that Declarer must retain the command of East's Spades until West is out of the suit.



This makes it possible to lose a Club to West (one Club trick must surely be lost) without having four Spade tricks scored by the adversaries.

The thoughtful player will see that this can only be surely accomplished by passing the first Club trick. Of course the adverse Clubs may not be evenly divided but, if that situation develop, there is still just as good a chance to make game by trying the Diamond finesse as there would be if it were attempted before touching the Clubs. Trying the Diamonds first (if the Diamond finesse be wrong) loses the chance of making the long Clubs and the game.

**No. 5**

*The Hands*

♠	8, 6, 5, 3, 2										
♥	9										
♦	Ace, King, Jack, Ten, 5										
♣	Ten, 3										
<table><tr><td colspan="2">NORTH (Dealer)</td></tr><tr><td>WEST</td><td>EAST</td></tr><tr><td colspan="2">SOUTH</td></tr></table>						NORTH (Dealer)		WEST	EAST	SOUTH	
NORTH (Dealer)											
WEST	EAST										
SOUTH											
♠	King, 9	♠	Ace, Queen, Jack								
♥	King, Jack, Ten, 7, 6, 5	♥	8, 3								
♦	3, 2	♦	9, 7, 4								
♣	Jack, 6, 2	♣	Ace, King, Queen, 9, 4								
♠	Ten, 7, 4										
♥	Ace, Queen, 4, 2										
♦	Queen, 8, 6										
♣	8, 7, 5										

## ♦                      *Tournament Hands*                      ♣

### *The Bidding*

NORTH	EAST	SOUTH	WEST
1 Diamond	2 Clubs	2 Diamonds	2 Hearts
3 Diamonds	3 Hearts	Pass	Pass
Pass.			

North's bid of three Diamonds may be questioned by some upon the ground that he showed his full strength by his first bid. That contention is not well founded, however, as the four honors in one hand and the singleton are elements of strength in addition to the five card Ace-King suit that the bid of one guaranteed. East's Spade strength fully justifies his bid of three Hearts.

### *The Play*

Tr.	NORTH	EAST (Dummy)	SOUTH	WEST (Declarer)
1.	<b>Kg. Diamonds*</b>	4 Diamonds	8 Diamonds	2 Diamonds
2.	<b>Ace Diamonds*</b>	7 Diamonds	6 Diamonds	3 Diamonds
3.	<b>Jk. Diamonds</b>	9 Diamonds	Qn. Diamonds	5 Hearts*
4.	2 Spades	Jk. Spades*	4 Spades	9 Spades
5.	9 Hearts	3 Hearts	2 Hearts	Jk. Hearts*
6.	3 Spades	Ace Spades*	10 Spades	<b>Kg. Spades</b>
7.	5 Diamonds	8 Hearts*	4 Hearts	7 Hearts
8.	5 Spades	Qn. Spades	7 Spades	6 Hearts*
9.	3 Clubs	4 Clubs	5 Clubs	<b>Jk. Clubs*</b>
10.	10 Clubs	Qn. Clubs*	7 Clubs	6 Clubs
11.	6 Spades	<b>Kg. Clubs*</b>	8 Clubs	2 Clubs
12.	8 Spades	<b>Ace Clubs</b>	Qn. Hearts	Kg. Hearts*
13.	10 Diamonds	9 Clubs	Ace Hearts*	10 Hearts

Tricks: North and South, 3; East and West, 10.

### COMMENT

The interesting situation in this hand arises at trick. 7. When North refuses, Declarer can of course place both the Ace and Queen of trumps





with South and can also count that he has one more trump than South. Therefore, unless he dispose of one of his trumps, he must win Trick 11 in his own hand and lead up to South, losing the last two tricks and failing to make game.

When a Declarer has one trump too many, the play generally known as the Grand Coup, *i. e.*, the throwing away of a trump, becomes necessary. That is the position in which West finds himself, and the fact that his partner's cards are all winners does not affect the situation. South may have two Clubs and two Spades and be able to ruff the third Club; but even if that be so, the Coup, while it may not gain, cannot lose. Should Declarer discard a Club on the Spade, South, if he be a sound player, will count the trumps, and know that if he refuse to trump, Declarer must ruff the eleventh trick and then lead up to the Ace and Queen of trumps.

Should South at Trick 7 play the Ace of Hearts, neither the result nor the method of play is affected.

Less than five per cent. of the players of this hand made the game. In ordinary play the Grand Coup, while not always recognized, occurs quite frequently; every player should be familiar with the situation.

# Tournament Hands

## No. 6

### The Hands

<p>♠ Queen, 6, 5, 4, 2</p> <p>♥ 8, 6</p> <p>♦ Jack, Ten, 8, 3</p> <p>♣ 7, 2</p>	<p>♠ Ace, 7, 3</p> <p>♥ Ace, King, Jack, 9, 5</p> <p>♦ King, 5</p> <p>♣ 9, 6, 3</p>	<table style="margin: auto;"><tr><td colspan="2">NORTH</td></tr><tr><td>WEST</td><td>EAST</td></tr><tr><td colspan="2">(Dealer)</td></tr><tr><td colspan="2">SOUTH</td></tr></table>	NORTH		WEST	EAST	(Dealer)		SOUTH		<p>♠ King, Ten, 8</p> <p>♥ 7, 4, 2</p> <p>♦ 9, 6</p> <p>♣ Ace, King, Queen, 8, 4</p>
NORTH											
WEST	EAST										
(Dealer)											
SOUTH											
	<p>♠ Jack, 9</p> <p>♥ Queen, Ten, 3</p> <p>♦ Ace, Queen, 7, 4, 2</p> <p>♣ Jack, Ten, 5</p>										

### The Bidding

EAST	SOUTH	WEST	NORTH
1 Club	1 Diamond	Pass	1 Heart
Pass	Pass	Pass	

### The Play

Tr.	EAST	SOUTH (Dummy)	WEST	NORTH (Declarer)
1.	<b>Kg. Clubs*</b>	5 Clubs	7 Clubs	9 Clubs
2.	<b>Qn. Clubs*</b>	10 Clubs	2 Clubs	6 Clubs
3.	<b>Ace Clubs*</b>	Jack Clubs	2 Spades	3 Clubs
4.	<b>9 Diamonds</b>	2 Diamonds	3 Diamonds	<b>Kg. Diamonds*</b>
5.	2 Hearts	<b>Qn. Hearts*</b>	8 Hearts	<b>5 Hearts</b>
6.	4 Hearts	<b>3 Hearts</b>	6 Hearts	<b>Ace Hearts*</b>
7.	6 Diamonds	<b>Qn. Diamonds*</b>	8 Diamonds	<b>5 Diamonds</b>
8.	4 Clubs	<b>4 Diamonds</b>	10 Diamonds	<b>King Hearts*</b>
9.	7 Hearts	10 Hearts*	4 Spades	<b>9 Hearts</b>
10.	8 Spades	<b>Ace Diamonds*</b>	Jk. Diamonds	3 Spades
11.	8 Clubs	<b>7 Diamonds*</b>	5 Spades	7 Spades
12.	10 Spades	<b>9 Spades</b>	6 Spades	<b>Ace Spades*</b>
13.	<b>Kg. Spades</b>	Jack Spades	Queen Spades	<b>Jack Hearts*</b>

Tricks: North and South, 10; East and West, 3.





## COMMENT

When Declarer wins the fourth trick he can readily see that, in order to make game, he must discard two losing Spades on two of Dummy's Diamonds.

It may be that the adverse Diamonds are evenly divided and that the hand is a pianola, merely requiring three trump leads and then the Diamonds; but, as there are but *two* losing cards in Declarer's hand, *three* discards are not needed. So it is wiser to play it safe by the method shown above, viz.: lead trumps twice, keeping one trump reëntry in Dummy, and follow with Diamonds; on the third round of Diamonds lead small, forcing Declarer, and thereby establishing two long Diamonds in Dummy. The rest is simple, it being only necessary to lead the third round of trumps, putting Dummy in to make his two established Diamonds. This play insures the game whether the six adverse Diamonds are divided 3-3 or 4-2. Should they be divided 5-1, it will not work; but with that unusual distribution the game would be impossible, no matter how the hand were played, and the method outlined above would be just as productive as any other.

# ♦ *Tournament Hands* ♣

## No. 7

### *The Hands*

<p>♠ Ace, 7, 6, 4, 2 ♥ King, Queen, 5 ♦ Ten, 7, 6 ♣ 8, 5</p>	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 150px;"> <p style="text-align: center; margin: 0;">NORTH</p> <div style="display: flex; justify-content: space-between; margin: 5px 0;"> <span>WEST</span> <span>EAST</span> </div> <p style="text-align: center; margin: 5px 0;">(Dealer)</p> <p style="text-align: center; margin: 0;">SOUTH</p> </div>	<p>♠ 9, 8 ♥ Jack, 3 ♦ King, 5, 4, 3 ♣ Queen, Jack, 9, 6, 2</p>	<p>♠ King, Queen, Ten ♥ Ace, Ten, 9 ♦ Ace, Queen, Jack, 2 ♣ Ace, Ten, 3</p>
<p>♠ Jack, 5, 3 ♥ 8, 7, 6, 4, 2 ♦ 9, 8 ♣ King, 7, 4</p>			

### *The Bidding*

SOUTH	WEST	NORTH	EAST
Pass	1 No Trump	Pass	Pass
Pass			

### *The Play*

	NORTH	EAST (Dummy)	SOUTH	WEST (Declarer)
Tr.				
1.	4 Spades	8 Spades	Jack Spades	King Spades*
2.	6 Diamonds	3 Diamonds	9 Diamonds	Ace Diamonds*
3.	7 Diamonds	4 Diamonds	8 Diamonds	Qn. Diamonds*
4.	10 Diamonds	Kg. Diamonds*	3 Spades	Jk. Diamonds
5.		Queen Clubs		

East and West make five clubs, regardless of whether South covers the Queen or holds up the King until the third round. On the two long clubs Declarer discards his two losing hearts and then leads a Spade, insuring a Small Slam.

Tricks: North and South, 1; East and West, 12.



COMMENT

When Declarer wins the first trick, he sees that the long Clubs in Dummy give a chance for a Small Slam, if the Club finesse be successful.

But the King of Diamonds is the only sure entry in Dummy outside of the Clubs; consequently should Declarer lead his small Diamond, win with King in Dummy, and then lead Clubs, a keen South, holding King and two small Clubs, would stay off and block the Club suit, thus saving three tricks worth 80 points.

A thoughtful Declarer will, however, perceive in his preliminary examination that if he can make up *two* Diamond entries in Dummy, South's strategy, if it be employed, can be out-generaled. It may not be possible to give East the extra reëntry, but it can do no harm to try. By twice leading the Diamonds high from his own hand, Declarer can ascertain without possibility of loss whether it can be done. The second round must show whether the adverse holding of small Diamonds is divided 3-2, as is probable, or 4-1, as is possible. If the latter, the development of the hand will not have been affected favorably or unfavorably by the two leads; but if, as is probable, the distribution be three in one hand and two in



## *Tournament Hands*



the other, Declarer can continue with the Jack, overplay it with Dummy's King and thus make Dummy's Five of Diamonds a second entry. In that event the long Clubs cannot be blocked.

Having thus made his plans at the beginning Declarer carries them out per schedule as shown in the play given above.

### No. 8

#### *The Hands*

<p>♠ Jack, Ten, 3</p> <p>♥ 7</p> <p>♦ Ace, 8</p> <p>♣ Jack, Ten, 9, 7, 5, 4, 2</p>	<p>♠ Queen, 5</p> <p>♥ Queen, 9, 4</p> <p>♦ King, Jack, 7, 6, 4, 3, 2</p> <p>♣ 8</p>	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 150px;"> <p style="margin: 0;">NORTH</p> <div style="display: flex; justify-content: space-between; margin: 5px 0;"> <span>WEST (Dealer)</span> <span>EAST</span> </div> <p style="margin: 0;">SOUTH</p> </div>	<p>♠ 6</p> <p>♥ Ace, King, Jack, 8, 3, 2</p> <p>♦ Queen, Ten, 9, 5</p> <p>♣ 6, 3</p>
	<p>♠ Ace, King, 9, 8, 7, 4, 2</p> <p>♥ Ten, 6, 5</p> <p>♦ None</p> <p>♣ Ace, King, Queen</p>		

#### *The Bidding*

WEST	NORTH	EAST	SOUTH
Pass	Pass	2 Hearts	3 Spades
Pass	Pass	Pass	



## Auction Methods



### The Play

Tr.	WEST	NORTH (Dummy)	EAST	SOUTH (Declarer)
1.	7 Hearts	4 Hearts	Jack Hearts*	10 Hearts
2.	8 Diamonds	9 Hearts	King Hearts*	6 Hearts
3.	Ace Diamonds	Queen Hearts	Ace Hearts*	5 Hearts
4.			5 Diamonds	

No matter what South plays on Trick 4, West must make trump and save the game.

### COMMENT

The only point in this hand is the defense by West. The Eight of Diamonds is unquestionably his discard on the second trick and when his turn comes to play to the third trick he knows that three tricks having been won by his side, but one more is needed to save game. It is possible, maybe even probable, that South has a Diamond; if so, West's Ace must win the game-saving trick as Dummy does not afford any opportunity for a discard.

But while the Ace of Diamonds may be classed as a probable trick, it is *not a sure one*. The North and West hands account for nine Diamonds; East may have the remaining four without an unusual distribution: the bidding certainly suggests that South, with three losing Hearts, may be void of Diamonds. A keen, thoughtful player when on the defense, appreciates that saving the

game is his paramount duty; and here this duty can surely be performed by discarding the Ace of Diamonds.

This discard will cost a trick only in case South has a Diamond and only one Spade honor, which is highly improbable unless South's bid is indefensible, a contingency we are not considering in this discussion. Even if the chance of finding South with a Diamond and only one Spade honor were no better than equal (instead of its being a long shot), the discard of the Diamond Ace would be a good gamble as it stands to win 125 (game saved) and to lose, at most, 77 (3 tricks, 27 and penalty, 50).

In the thousands of times this hand was played, only eight players (one a woman) made this discard, and in the discussion of the hand many of those who did not master it, while admitting the play to be sound, alleged that it was too deep for a player to see even in careful tournament play. It may therefore interest those who feel that the hand is unduly difficult, to hear that it is not an imaginary situation created merely to test the skill. It occurred in actual play in an ordinary game of Auction and Mr. Charles P. Cadley of New York, discarded the Ace.



## Auction Methods



### No. 9

#### The Hands

<p>♠ Jack, 9, 8</p> <p>♦ King, 6</p> <p>♦ Ace, King, 7, 4, 2</p> <p>♣ Ten, 8, 2</p>	<p>♠ Ace, King, 4, 3, 2</p> <p>♦ Queen, 9</p> <p>♦ Queen, 6</p> <p>♣ King, 7, 5, 4</p>	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 150px;"> <p style="text-align: center;">NORTH (Dealer)</p> <div style="display: flex; justify-content: space-between; margin-top: 20px;"> <span>WEST</span> <span>EAST</span> </div> <p style="text-align: center; margin-top: 20px;">SOUTH</p> </div>	<p>♦ Queen, Ten, 6, 5</p> <p>♦ Ten, 8, 5, 3</p> <p>♦ Ten, 9, 8</p> <p>♣ Jack, 9</p>
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7

♠ Ace, Jack, 7, 4, 2

♦ Jack, 5, 3

♣ Ace, Queen, 6, 3

#### The Bidding

NORTH	EAST	SOUTH	WEST
1 Spade	Pass	2 Hearts	Pass
Pass	Pass		

#### The Play

Tr.	WEST	NORTH (Dummy)	EAST	SOUTH (Declarer)
1.	<b>Kg. Diamonds*</b>	6 Diamonds	8 Diamonds	5 Diamonds
2.	<b>Ace Diamonds*</b>	Qn. Diamonds	9 Diamonds	3 Diamonds
3.	<b>Ten Clubs</b>	4 Clubs	9 Clubs	Ace Clubs*
4.	<b>King Hearts*</b>	9 Hearts	3 Hearts	<b>2 Hearts</b>

Declarer must now make all the remaining tricks.

Tricks: North and South, 10; East and West, 3.

#### COMMENT

At Trick 4 Declarer avoids an error which for some reason is most common. With Ace, Jack





## Tournament Hands



heading five trumps in one hand and Queen and One in the other, the Ten being adversely held, leading Queen for a finesse cannot gain.

If the King be West the finesse loses; if East, it will cover. In either event the adversaries must make one trump and, if the adverse division of trumps be 4-2, they will make two.

No distribution of the cards permits the above play to lose. If the adverse trumps be placed three in each hand, it does not matter how Declarer leads; but if they be divided 4-2, as they are, leading small to the Queen is the only way to avoid losing more than one trump trick and to ensure game.

### No. 10

#### *The Hands*

<p>  Ten   King, Queen, 2   King, Queen, Jack, Ten, 8, 7, 3   9, 4         </p>	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 80%;"> <p style="text-align: center; margin: 0;">NORTH</p> <div style="display: flex; justify-content: space-between; margin: 10px 0;"> <span>WEST</span> <span>EAST (Dealer)</span> </div> <p style="text-align: center; margin: 0;">SOUTH</p> </div>	<p>  Ace, King, Jack, 7, 5   Ace, 5, 4   Ace   Ace, Queen, Ten, 3         </p>
<p>  9, 6, 4   Ten, 8, 7, 3   9, 5   King, Jack, 7, 5         </p>	<p>  Queen, 8, 3, 2   Jack, 9, 6   6, 4, 2   8, 6, 2         </p>	



## Auction Methods



### *The Bidding*

EAST	SOUTH	WEST	NORTH
2 No Trump	Pass	Pass	3 Diamonds
3 Spades	Pass	Pass	Pass

### COMMENT

In the bidding of this hand it will be noticed that East does his best to shut out adverse red bidding; but when his singly guarded suit is called by an adversary strong enough in it to bid three over two No Trumps, it is time for East to name his strong Major. With Spades the trump, game is far more probable than at No Trump against a Diamond opening.

When Declarer wins the first trick, with his Ace of Diamonds, he realizes that he can lose two Hearts and one Spade and still win the game. North, having bid three Diamonds, is not likely to have three Spades; therefore, putting West in with a Club, in order to finesse the Spade, does not provide a probable gain and there is a remote possibility that Clubs will be ruffed the first time. A nearer possibility is that the trump finesse will lose and that South will then lead a Club for North to ruff. Declarer can lose a Spade and two Hearts but he cannot afford a Club ruff in addition.

As the cards lie, Declarer can lose the game



*Tournament Hands*



only in one way; putting Dummy in with a Club and leading back the Spade Nine although intending to finesse the Jack.

It seems inconceivable that the hand could be misplayed to that extent, but quite an appreciable percentage of tournament players, whose bidding was right, went wrong on this simple question of play.

**No. 11**

*The Hands*

♠ Ace, Jack, Ten, 7 6, 4  
♥ Jack, 8  
♦ King, Jack  
♣ Ten, 7, 5

♠ Queen, 9, 8, 5  
♥ 9, 6, 5  
♦ 9, 6, 3  
♣ Queen, 9, 3

NORTH	
WEST	EAST
(Dealer)	
SOUTH	

♠ 2  
♥ King, 7, 4, 3  
♦ 7, 5, 4, 2  
♣ Ace, King, Jack, 8

♠ King, 3  
♥ Ace, Queen, Ten, 2  
♦ Ace, Queen, Ten, 8  
♣ 6, 4, 2

*The Bidding*

SOUTH  
1 No Trump  
Pass

WEST  
Pass  
Pass

NORTH  
2 Spades

EAST  
Pass



## Auction Methods



### The Play

Tr.	EAST	SOUTH (Dummy)	WEST	NORTH (Declarer)
1.	<b>King Clubs*</b>	2 Clubs	9 Clubs	7 Clubs
2.	<b>Ace Clubs*</b>	4 Clubs	3 Clubs	10 Clubs
3.	<b>8 Clubs</b>	6 Clubs	<b>Qn. Clubs*</b>	5 Clubs
4.	2 Spades	3 Spades	<b>8 Spades</b>	Jack Spades*
5.	Jack Clubs	King Spades*	5 Spades	<b>4 Spades</b>
6.	2 Diamonds	<b>8 Diamonds</b>	3 Diamonds	<b>Jk. Diamonds*</b>
7.	4 Diamonds	Ace Diamonds*	6 Diamonds	<b>Kg. Diamonds</b>
8.	5 Diamonds	<b>Qn. Diamonds</b>	9 Diamonds	6 Spades*
9.	3 Hearts	Queen Hearts*	5 Hearts	<b>Jack Hearts</b>
10.	7 Diamonds	<b>Ten Diamonds</b>	6 Hearts	7 Spades*
11.	4 Hearts	Ace Hearts*	9 Hearts	<b>8 Hearts</b>
12.	7 Hearts	<b>2 Hearts</b>	9 Spades	10 Spades*
13.	King Hearts	10 Hearts	<b>Qn. Spades</b>	<b>Ace Spades*</b>

Tricks: North and South, 10; East and West, 3.

### COMMENT

This is a variation of the less difficult "Grand Coup" which appeared in Hand 5. There the Declarer finds himself with one trump too many but has the chance to get rid of this unusual form of handicap by trumping one of Dummy's tricks in order to reduce the number of his trumps to that of his adversary so as to avoid being obliged to lead a trump up to the adversary.

In Hand 11 at Trick 5 Declarer, who has then lost three tricks and who must consequently take every remaining trick to win the game, finds the



## Tournament Hands



Queen and Nine of trumps on his right, with Ace, Ten, Seven, Six in his own hand.

If he retain more than two trumps he must eventually lead trumps up to the adverse Queen, unless West sacrifices a game-saving Queen by trumping ahead of him. So Declarer should reduce his trumps by trumping his partner's good Diamonds twice; making a double Grand Coup.

To do this a Heart finesse must be risked that would otherwise be unnecessary but, even if it lose, Declarer is no worse off than if he lose a trump.

The play as given above shows the successful working out of the Double Coup.

### No. 12

#### The Hands

<p>♠ Ace, Ten, 5</p> <p>♥ Ten, 9, 3</p> <p>♦ Ace, Jack, 2</p> <p>♣ King, Ten, 5, 3</p>	<p>♠ 4, 2</p> <p>♥ 8, 7, 4</p> <p>♦ Queen, Ten, 9, 3</p> <p>♣ Jack, 9, 8, 2</p>	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 80%;"><p style="margin: 0;">NORTH</p><table style="width: 100%; border: none;"><tr><td style="width: 50%; border: none; vertical-align: top;"><p style="margin: 0;">WEST (Dealer)</p></td><td style="width: 50%; border: none; vertical-align: top;"><p style="margin: 0;">EAST</p></td></tr><tr><td colspan="2" style="border: none; text-align: center; padding-top: 10px;"><p style="margin: 0;">SOUTH</p></td></tr></table></div>	<p style="margin: 0;">WEST (Dealer)</p>	<p style="margin: 0;">EAST</p>	<p style="margin: 0;">SOUTH</p>		<p>♠ 9, 7, 3</p> <p>♥ Ace, Queen, Jack, 5, 2</p> <p>♦ King, 8, 7, 4</p> <p>♣ Ace</p>
<p style="margin: 0;">WEST (Dealer)</p>	<p style="margin: 0;">EAST</p>						
<p style="margin: 0;">SOUTH</p>							
	<p>♠ King, Queen, Jack, 8, 6</p> <p>♥ King, 6</p> <p>♦ 6, 5</p> <p>♣ Queen, 7, 6, 4</p>						



## Auction Methods



### The Bidding

WEST	NORTH	EAST	SOUTH
1 No Trump	Pass	2 Hearts	Pass
Pass	Pass		

### The Play

Tr.	SOUTH	WEST (Dummy)	NORTH	EAST (Declarer)
1.	<b>Kg. Spades</b>	Ace Spades*	4 Spades	7 Spades
2.	4 Clubs	<b>5 Clubs</b>	2 Clubs	Ace Clubs*
3.	5 Diamonds	Ace Diamonds*	3 Diamonds	<b>4 Diamonds</b>
4.	6 Clubs	<b>King Clubs*</b>	8 Clubs	9 Spades
5.	6 Diamonds	<b>2 Diamonds</b>	9 Diamonds	Kg. Diamonds*
6.	6 Spades	Jk. Diamonds	Qn. Diamonds*	<b>7 Diamonds</b>
7.	Jk. Spades*	5 Spades	<b>2 Spades</b>	3 Spades
8.	<b>Qn. Spades</b>	Ten Spades	9 Clubs	2 Hearts*
9.	8 Spades	3 Hearts*	10 Diamonds	<b>8 Diamonds</b>
10.	Kg. Hearts*	<b>Ten Hearts</b>	4 Hearts	5 Hearts

Declarer makes his three trump honors.

Tricks: North and South, 3; East and West, 10.

### COMMENT

When Dummy's cards are placed face upward on the table, Declarer should take his account of stock and map out his plan of campaign. He should scheme first to make his contract, next to win the game and then, if possible without risking the game, to make a Slam. These are the three objectives; extra tricks mean little unless winning them carries the number up to one of his three aims: the Contract, the Game or the Slam. Only the novice will take the least chance of losing his

contract or his game for an extra trick which at most adds 10 to his score.

In this hand Declarer, before he plays can count the game, *i. e.*, four odd tricks, provided he play for that number. An effort to make more may be successful but it may hold him down one short of the ten requisite for game. When a Major is trump, Declarer who is expecting to make game can only afford to lose three tricks. In this hand he must lose one Spade, also one Heart and one Diamond if the finesses go wrong. He can lose these three and still make game, but to allow one more to escape would be fatal. The *game trick* counts more than thirteen times the value of the ordinary trick. Of course, *if* the King of Hearts be on his right (an even chance), *if* the Queen of Diamonds be on his left (another even chance) and *if* the adverse Diamonds be evenly divided (still another chance), he can make a Small Slam by leading trumps; but should any one of these three chances go wrong the game will go with it. It is long odds against all three being right, but were it an even chance it would not be worth risking a game (tournament value 125 points, value in ordinary play 125 or 250 points) for a Slam worth 50 points, plus two tricks worth 16 points.





# ♦      *Tournament Hands*      ♣

## *The Play*

Tr.	WEST	NORTH (Dummy)	EAST	SOUTH (Declarer)
1.	8 Diamonds	4 Diamonds	10 Diamonds*	6 Diamonds
2.	Ace Diamonds*	Kg. Diamonds	5 Diamonds	7 Diamonds
3.	2 Diamonds	6 Hearts	3 Hearts	Qn. Diamonds*
4.	4 Clubs	Jack Clubs	King Clubs*	8 Clubs
5.	Queen Spades	2 Spades	Ten Spades	Ace Spades*

Declarer wins four Clubs and three Hearts.

Tricks: North and South, 9; East and West, 4.

## COMMENT

In this hand, Declarer's fear is that East and West will establish their Diamonds, reënter with the King of Clubs and save game. At trick 1, the natural play is the honor from Dummy on the theory that West probably led from the Ace and that the honor in the closed hand will still have a protecting card.

If Declarer do this he can readily get in his own hand and try the Club finesse; but, should it go wrong, the Diamonds will be led through the singly guarded Queen with fatal result. When the Club finesse is attempted, even if it lose, if East be void of Diamonds, Declarer must take nine tricks (game) *i. e.*, 4 Clubs, 3 Hearts, 1 Spade, and 1 Diamond.

If Declarer postpone the Club finesse until East cannot lead Diamonds, he is sure of his game.



The best way to accomplish this is to refuse to take the first trick *in either hand*. In other words, the principle involved is the same as the holding up by Declarer of an Ace, when that is his only stopper of the adverse suit, until the partner of the leader is void of the suit.

This case, however, presents a different aspect because, with both King and Queen, Declarer, by playing the singly guarded King from Dummy, can retain the Queen, still with a guard, in his own hand. Were the long suit to be established in Declarer's hand, or could the finesse be taken so that, should it lose, the lead would be to Declarer's left, the honor should be played from Dummy on the first trick.

But when Dummy has the suit which has to be run to make game and when, as in this case, a finesse must be taken which, if losing, places the lead *on Declarer's right*, it becomes evident that the situation is different and the importance of delaying the finesse becomes paramount.

If the foregoing discussion impresses the reader as being far fetched and impracticable, he should bear in mind that it is the ability to recognize such situations that makes the Auction expert.

# ♦ ♣ Tournament Hands

## No. 14

### The Hands

<p>♠ 2</p> <p>♥ King, 5, 3</p> <p>♦ Jack, 9, 7</p> <p>♣ Ace, Queen, 7, 6, 5, 2</p>	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 150px;"> <p>NORTH</p> <p>WEST                      EAST</p> <p>                                 (Dealer)</p> <p>SOUTH</p> </div>	<p>♠ Ace, King, Queen, Ten, 7, 3</p> <p>♥ Ace, 8, 2</p> <p>♦ Ace, 8, 4</p> <p>♣ 4</p>	<p>♠ 6, 4</p> <p>♥ 9, 7, 6, 4</p> <p>♦ King, Queen, Ten, 3</p> <p>♣ Jack, Ten, 8</p>
	<p>♠ Jack, 9, 8, 5</p> <p>♥ Queen, Jack, Ten</p> <p>♦ 6, 5, 2</p> <p>♣ King, 9, 3</p>		

### The Bidding

EAST	SOUTH	WEST	NORTH
3 Spades	Pass	Pass	Pass

### The Play

Tr.	SOUTH	WEST (Dummy)	NORTH	EAST (Declarer)
1.	Queen Hearts	3 Hearts	6 Hearts	Ace Hearts*
2.	5 Spades	2 Spades	4 Spades	Ace Spades*
3.	9 Spades	7 Diamonds	6 Spades	King Spades*
4.	8 Spades	5 Hearts	7 Hearts	Queen Spades*
5.	3 Clubs	Queen Clubs*	8 Clubs	4 Clubs
6.	9 Clubs	Ace Clubs*	Jack Clubs	2 Hearts
7.	King Clubs	2 Clubs	Ten Clubs	3 Spades*
8.	Jack Spades*	9 Diamonds	9 Hearts	7 Spades

Regardless of what South may lead, Declarer takes the remaining tricks.

Tricks: North and South, 1; East and West, 12.



### COMMENT

Declarer must lose one trump, one Heart and two Diamonds, not even making game, unless he can establish Dummy's Clubs while Dummy still has a reëntry and after all the trumps are exhausted. To lead the losing trump (Trick 5) before establishing the Clubs, would permit South to take out Dummy's Heart entry and thus defeat Declarer's object. The Clubs cannot be established unless the finesse be successful. Declarer only has one Club but the finesse, even if it lose, cannot cost a trick, as Dummy can be put in with a Heart and Declarer can discard on the Ace of Clubs.

### No. 15

#### *The Hands*

	♠ 6, 5, 2	
	♥ None	
	♦ Ace, Queen, Jack, 9, 6	
	♣ Jack, Ten, 8, 7, 5	
♠ 8		♠ King, 9, 7
♥ Queen, Jack, Ten, 9, 6, 2		♥ King, 8, 7, 5, 4, 3
♦ 8, 7, 4, 3		♦ King, Ten, 5
♣ Queen, 9		♣ 3
	<div style="border: 1px solid black; padding: 10px; text-align: center;"> <p>NORTH</p> <p>WEST                      EAST</p> <p>(Dealer)</p> <p>SOUTH</p> </div>	
	♠ Ace, Queen, Jack, Ten, 4, 3	
	♥ Ace	
	♦ 2	
	♣ Ace, King, 6, 4, 2	

# ♠      *Tournament Hands*      ♣

## *The Bidding*

SOUTH	WEST	NORTH	EAST
3 Spades	PASS	PASS	PASS

## *The Play*

Tr.	WEST	NORTH (Dummy)	EAST	SOUTH (Declarer)
1.	<b>Qn. Hearts</b>	2 Spades*	5 Hearts	Ace Hearts
2.	8 Spades	<b>6 Spades</b>	7 Spades	Queen Spades*
3.	3 Diamonds	Ace Diamonds*	5 Diamonds	<b>2 Diamonds</b>
4.	2 Hearts	<b>5 Spades</b>	9 Spades	Jack Spades*
5.	6 Hearts	6 Diamonds	King Spades	<b>Ace Spades*</b>
6.	9 Clubs	5 Clubs	3 Clubs	<b>Ace Clubs*</b>
7.	Queen Clubs	7 Clubs	3 Hearts	<b>King Clubs*</b>

The Declarer is left with Clubs and Spades all winners.

Tricks: North and South, 13; East and West, 0.

## COMMENT

If Declarer devote any consideration to the hand before playing, he will see that he may wish to finesse the Spade twice. To do this he must get in Dummy twice.

The exposed hand has only one entry unless the Heart be trumped. That the closed hand has the Ace of Hearts solus, is not a good reason for not placing the lead by trumping it, as the small trump wasted on the Ace could not be beneficially utilized in any other way. The balance of the play merely requires the use of rudimentary Auction intelligence in order to secure a Grand Slam.



## Auction Methods

### No. 16

#### The Hands

<p>♠ Ace, King, 5, 2</p> <p>♥ King, Ten, 8</p> <p>♦ Ace</p> <p>♣ Ace, King, Jack, 9, 7</p>	<p>♠ 6</p> <p>♥ Ace, 9, 6</p> <p>♦ Jack, Ten, 9, 8, 7, 2</p> <p>♣ Ten, 6, 3</p>	<div style="border: 1px solid black; padding: 10px; text-align: center;"> <p>NORTH</p> <p>WEST (Dealer)      EAST</p> <p>SOUTH</p> </div>	<p>♠ Ten, 8, 7, 4</p> <p>♥ Queen, 4, 2</p> <p>♦ 6, 5, 4, 3</p> <p>♣ Queen, 8</p>
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#### The Bidding

WEST	NORTH	EAST	
1 No Trump	Pass	Pass	

#### The Play

	NORTH	EAST (Dummy)	SOUTH	WEST (Declarer)
1.	<b>Jk. Diamonds</b>	3 Diamonds	Qn. Diamonds	Ace Diamo.
2.	3 Clubs	Qn. Clubs*	2 Clubs	<b>7 Clubs</b>
3.	6 Clubs	<b>8 Clubs</b>	4 Clubs	Ace Clubs*
4.	Ten Clubs	4 Diamonds	5 Clubs	<b>King Clubs</b>
5.	6 Spades	5 Diamonds	Kg. Diamonds	<b>Jack Clubs</b>
6.	9 Hearts	6 Diamonds	3 Hearts	<b>9 Clubs*</b>
7.	6 Hearts	4 Spades	3 Spades	<b>Ace Spade</b>

Whether Declarer wins another trick depends upon whether he "takes in" his King of Spades or, as he already has declaration safe, risks it with the hope of making game leads a Heart.

Tricks: North and South, 5 or 6; East and West, 8 or 7.



COMMENT

In the play as given above, the unblocking discard of South, Trick 5, is the feature. If this play be made, the only chance that Declarer has to make game is to lead a Heart before he takes in his five Clubs. In an exposed card problem, this would be easy, but unless the cards are exactly as they are, viz.: King of Diamonds solus South, and Ace of Hearts North, the play does not gain unless the adversaries pass the first Heart.

The opponents still have a total of six Diamonds, the division of which is unknown to Declarer, but the play of South on Trick 1 makes it probable that originally he held not more than three, possibly only one or two. Declarer therefore must realize that the effort to "sneak" a Heart through and thus, if successful, ensure game, may, if North have six Diamonds left and the Ace of Hearts, transform a sure score into a defeated contract. On the other hand, it seems to be the only chance for game and the daring player would probably grasp the opportunity.

Believing, however, that but few players would resist the temptation to make their contract safe and possibly obtain some Diamond discards before taking the chance of losing the lead, this hand



# ♦ *Tournament Hands* ♣

## *The Play*

Tr.	SOUTH	WEST (Dummy)	NORTH	EAST (Declarer)
1.	<b>Jk. Hearts</b>	2 Hearts	King Hearts	Ace Hearts*
2.	5 Clubs	Ace Clubs*	7 Clubs	<b>King Clubs</b>
3.	4 Diamonds	<b>9 Diamonds</b>	2 Diamonds	Qn. Diamonds*
4.	6 Clubs	Qn. Clubs*	4 Hearts	<b>Jack Clubs</b>
5.	5 Diamonds	<b>7 Diamonds</b>	8 Diamonds	Jk. Diamonds*
6.	4 Clubs	8 Clubs*	5 Hearts	<b>3 Clubs</b>
7.	9 Clubs	<b>10 Clubs*</b>	6 Hearts	2 Spades
8.	7 Hearts	<b>2 Clubs*</b>	6 Spades	3 Hearts
9.	9 Hearts	<b>3 Diamonds</b>	6 Diamonds	10 Diamonds*
10.	10 Hearts	8 Hearts	Kg. Diamonds	<b>Ace Diamonds*</b>
11.	3 Spades	4 Spades	8 Spades	<b>Ace Spades*</b>
12.	7 Spades	5 Spades	9 Spades	<b>King Spades*</b>
13.	Qn. Spades	10 Spades	Jack Spades	<b>Queen Hearts*</b>

Tricks: North and South, 0; East and West, 13.

## COMMENT

This hand enables Declarer to prove that he has the ability to take the maximum advantage of an unusual opportunity. His preliminary survey of his twenty-six cards must convince him (the Heart having been led up to his major tenace) that he cannot well manage to lose more than one trick. Five Clubs, two Hearts and two Spades are sure and the Ace, Queen, Jack and Ten of Diamonds (Hearts, the adverse suit, not being established) must add three more, a total of twelve tricks.

A Little Slam is therefore really the minimum



for the hand; and yet many players who held East's cards and who allowed the King of Diamonds to win, when told that the hand should produce a Grand Slam, commented about as follows: "Well, I think I did splendidly to get within one of it." In other words, they congratulated themselves because they had made the minimum score.

In this hand, Declarer should reason about as follows: "I have twelve sure tricks but, if I can win it, I want the thirteenth as it is worth sixty extra points. It is an even chance that the King of Diamonds is on my right and it *may* have three guards. I have the other four Diamond honors. I am therefore forced to overtake any Diamond I lead from Dummy. It would be advisable to plan the hand so as to get Dummy in three times, provided I can do this without jeopardizing a trick. The Clubs afford me that opportunity; I can overtake each time without blocking myself and without risking the loss of a Club trick because, even if North be Clubless, I still can run the five Clubs by not overtaking the second time."

When North plays a Club (Trick 2) and the Diamond finesse goes through (Trick 3) it is per-

♣

fectly safe (Trick 4) to overtake the winning Club once more since, even should North refuse, as he does, Dummy can surely win the three remaining Clubs. The closed hand still has a Club to lead and with North void of the suit, the finesse is "proven a winner." Of course, if North follow to the second Club trick, no finesse will be necessary.

In this hand, the investment of a little thought may produce a most desirable dividend.

## No. 18

## The Hands

♠ 8, 6, 3  
 ♥ 7, 6, 4, 2  
 ♦ Ace, King, 6, 5  
 ♣ 6, 4

♠ Ten, 7, 5, 4  
 ♠ King, Ten, 8  
 ♠ Ten, 9  
 ♣ King, Jack, 7, 2

♠ King, Jack, 9, 2  
 ♥ Ace, Queen, Jack  
 ♦ Jack, 3  
 ♣ Ace, Queen, Ten, 8

♠ Ace, Queen  
 ♠ 9, 5, 3  
 ♠ Queen, 8, 7, 4, 2  
 ♠ 9, 5, 3

### *The Bidding*

**EAST**  
**1 No Trump**

## South Pass

## West Pass

**NORTH  
Pass**



♠                      *Auction Methods*                      ♥

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*The Play*

TR.	SOUTH	WEST (Dummy)	NORTH	EAST (Declarer)
1.	<b>4 Diamonds</b>	9 Diamonds	Ace Diamonds*	3 Diamonds
2.	7 Diamonds	10 Diamonds	<b>Kg. Diamonds*</b>	Jk. Diamonds
3.	8 Diamonds*	4 Spades	<b>6 Diamonds</b>	Jack Hearts
4.	<b>2 Diamonds</b>	5 Spades	5 Diamonds*	2 Spades
5.	Queen Spades*	7 Spades	<b>8 Spades</b>	9 Spades
6.	<b>Qn. Diamonds*</b>	10 Spades	6 Spades	8 Clubs
7.	<b>Ace Spades*</b>	2 Clubs	3 Spades	Jack Spades

Tricks: North and South, 7; East and West, 6.

COMMENT

The clever play in this hand is with the defense. North's showing of four of the suit, by his play of Ace before King, marks him with the two remaining Diamonds, the Six and Five, when South plays to the second trick. It so happens in this hand that North's signal is not necessary; it merely confirms the information given by the fall of the cards.

South, when he plays to Trick 2, knows that he can take in five Diamonds and the Ace of Spades; but that will allow Declarer to make his contract. If South can force North to lead any suit but a Diamond, North must select a Spade up to weakness in preference to a Heart or Club up to a King tenace. For North to switch from the Diamonds which will surely save the game, *on*

♣

*the mere chance* that South has the major tenace in Spades, would be such an extremely bad play that it is hard to find words to characterize it. It would in most hands cost the game; but South can arrange to *make* North lead Spades by leaving North in the lead with his last Diamond gone.

The method is shown above and, as the play forces North to lead a Spade, it defeats Declarer.

## No. 19

## The Hands

♠ Ten, 8, 5, 3  
 ♥ Ten, 9, 8, 3, 2  
 ♦ 2  
 ♣ Ace, Queen, 6

♠ King, Jack  
 ♥ King, 7, 4  
 ♦ Ace, Jack, 8  
 ♣ King, Jack, 9, 5, 2

**NORTH**

**WEST** **EAST**

**(Dealer)**

**SOUTH**

♠ Ace, Queen, 4  
♥ Jack, 6  
♦ Queen, Ten, 9, 7, 6, 4  
♣ Ten, 7

♠ 9, 7, 6, 2  
 ♥ Ace, Queen, 5  
 ♦ King, 5, 3  
 ♣ 8, 4, 3

### *The Bidding*

**SOUTH  
Pass  
Pass**

**WEST**  
**1 No Trump**

## NORTH Pass

## East Pass





## Auction Methods



### The Play

TR.	NORTH	EAST (Dummy)	SOUTH	WEST (Declarer)
1.	<b>10 Hearts</b>	Jack Hearts	Ace Hearts*	4 Hearts
2.	2 Hearts	6 Hearts	<b>Qn. Hearts*</b>	7 Hearts
3.	3 Hearts	7 Clubs	<b>5 Hearts</b>	King Hearts*
4.	3 Spades	Ace Spades*	2 Spades	<b>King Spades</b>
5.	2 Diamonds	<b>Qn. Diamonds*</b>	3 Diamonds	Jk. Diamonds
6.	Qn. Clubs	<b>10 Diamonds*</b>	5 Diamonds	8 Diamonds
7.	6 Clubs	<b>4 Diamonds</b>	Kg. Diamonds	Ace Diamonds*
8.	5 Spades	Queen Spades*	6 Spades	<b>Jack Spades</b>

Dummy wins the three remaining Diamonds.

Tricks: North and South, 4; East and West, 9.

### COMMENT

This is a gambit hand: Declarer must, by overtaking, throw away *one* Spade trick in order to ensure *three* extra Diamond tricks.

Should Declarer foolishly try for the extra Spade, his game would go glimmering, as a keen South, by holding the King of Diamonds until the third round, would force Declarer to block the suit and Dummy would be left without a reëntry for the remaining Diamonds. Played in that way, Declarer would not make game.

When the student accustoms himself to looking for *all* the possibilities of a hand before playing a card he will be surprised at the frequency with which diligence will be rewarded.

# ♦ Tournament Hands ♣

## No 20.

### The Hands

♠ 8 ♥ 8, 5, 4, 2 ♦ 6, 5, 4, 2 ♣ King, Jack, Ten, 3	♠ Ace, King, Jack, Ten, 4 ♥ Jack, 9 ♦ King, 8, 3 ♣ 9, 6, 4	<div style="border: 1px solid black; padding: 10px; text-align: center; margin: 0 auto; width: 150px;">           NORTH             WEST (Dealer)      EAST             SOUTH         </div>	♠ 7, 6, 2 ♥ Ace, King, Queen, 7 ♦ Jack, Ten, 9 ♣ 7, 5, 2
	♠ Queen, 9, 5, 3 ♥ Ten, 6, 3 ♦ Ace, Queen, 7 ♣ Ace, Queen, 8		

### The Bidding

WEST	NORTH	EAST	SOUTH
Pass	1 Spade	Pass	2 Spades
Pass	Pass	Pass	

### The Play

EAST	SOUTH (Dummy)	WEST	NORTH (Declarer)
Tr.			
1. King Hearts*	3 Hearts	4 Hearts	Jack Hearts
2. Qn. Hearts*	6 Hearts	2 Hearts	9 Hearts
3. Ace Hearts	10 Hearts	5 Hearts	4 Spades*
4. 2 Spades	3 Spades	8 Spades	Ace Spades*
5. 7 Spades	5 Spades	2 Diamonds	Kg. Spades*
6. 6 Spades	Qn. Spades*	4 Diamonds	Jack Spades
7. 10 Diamonds	Ace Diamonds*	5 Diamonds	3 Diamonds
8. Jk. Diamonds	Qn. Diamonds*	6 Diamonds	8 Diamonds
9. 9 Diamonds	7 Diamonds	3 Clubs	Kg. Diamonds*
10. 2 Clubs	8 Clubs	10 Clubs*	4 Clubs

No matter what West leads, North and South must make the remaining tricks.

Tricks: North and South, 10; East and West, 3.



COMMENT

This hand illustrates the benefits of elimination.

When Declarer has exhausted all the adverse trumps he knows, with two tricks already lost and one Club still in hand which cannot be won, that *both* the Ace and Queen of Clubs must take tricks in order to win the game. The King of Clubs cannot be placed, it is an even chance that the finesse of the Queen will win: but why risk a 50-50 play if a sure thing be available.

This situation frequently occurs, but only the most expert recognize it; with trumps left in both hands, it should always be looked for.

In this hand, Declarer after first eliminating the Diamonds from both Dummy and his own hand, can (Trick 10) place the lead in the West hand by losing the one Club that must be lost. This forces West either to lead up to the Ace Queen of Clubs or to lead a card which Declarer can trump with one hand while he discards the losing Club from the other. This ensures the game, West being helpless.

In the actual play of this hand in the tournament, quite a number of pairs scored game without deserving to do so. They completely missed the elimination play and finessed the Queen of

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## Tournament Hands



Clubs; but in return West with amazing stupidity, led a Heart, and allowed one hand to trump and the other to discard a Club.

This play was made so frequently that it seems advisable to call attention to it, although it illustrates one of the most elementary of Auction propositions. Leading a suit which gives the adversary the opportunity to elect which hand will trump and which discard, is the height of folly. It is practically certain to give away a trick and yet, for some inexplicable reason, players who should know better persist in doing it.

### No. 21

#### *The Hands*

<p>♠ King, 6, 4</p> <p>♥ Ace, Queen, 4</p> <p>♦ Ace, King, Queen, 5</p> <p>♣ Ace, Queen, 9</p>	<p>NORTH (Dealer)</p> <p>WEST                  EAST</p> <p>SOUTH</p>	<p>♠ Jack, 9, 7, 5, 2</p> <p>♥ Jack, 9, 2</p> <p>♦ Jack, 9, 7</p> <p>♣ Jack, 3</p>
<p>♠ Queen, Ten, 8, 3</p> <p>♥ King, 7, 5, 3</p> <p>♦ Ten, 8</p> <p>♣ King, Ten, 7</p>		<p>♠ Ace</p> <p>♥ Ten, 8, 6</p> <p>♦ 6, 4, 3, 2</p> <p>♣ 8, 6, 5, 4, 2</p>

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# Auction Methods



## The Bidding

NORTH	EAST	SOUTH	WEST
1 No Trump	Pass	Pass	Pass

## The Play

Tr.	EAST	SOUTH (Dummy)	WEST	NORTH (Declarer)
1.	<b>5 Spades</b>	Ace Spades*	8 Spades	6 Spades
2.	3 Clubs	<b>2 Clubs</b>	7 Clubs	Qn. Clubs*
3.	Jack Clubs	4 Clubs	10 Clubs	<b>Ace Clubs*</b>
4.	2 Hearts	5 Clubs	King Clubs*	9 Clubs
5.	2 Spades	6 Hearts	<b>Qn. Spades</b>	King Spades*
6.	7 Diamonds	2 Diamonds	8 Diamonds	<b>Ace Diamonds*</b>
7.	9 Diamonds	3 Diamonds	10 Diamonds	<b>Kg. Diamonds*</b>
8.	Jk. Diamonds	4 Diamonds	3 Spades	<b>Qn. Diamonds*</b>
9.	9 Hearts	<b>6 Diamonds*</b>	3 Hearts	<b>5 Diamonds</b>
10.	7 Spades	<b>8 Clubs*</b>	10 Spades	4 Spades
11.	9 Spades	<b>6 Clubs*</b>	5 Hearts	4 Hearts
12.	Jack Spades	<b>10 Hearts</b>	7 Hearts	Qn. Hearts*
13.	Jack Hearts	8 Hearts	King Hearts	<b>Ace Hearts*</b>

Tricks: North and South, 12; East and West, 1.

## COMMENT

The point in this hand is not difficult for Declarer if he realize that, with four Diamonds in each hand, the 6 in Dummy is probably a reëtry for the long, weak Clubs. The play as given above shows how readily a Small Slam may be scored by establishing this reëtry.

As obviously there is no possible advantage to be gained either by running the Diamonds or trying the Heart finesse before leading the Clubs, this is unquestionably the most simple of any of

# ♦ Tournament Hands ♣

the tournament hands. The records show that it was played correctly more frequently than any other hand.

## No 22.

### The Hands

<p>♠ Ten</p> <p>♥ 7, 5, 4, 3</p> <p>♦ 9</p> <p>♣ 9, 8, 7, 5, 4, 3, 2</p>	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 80%;"> <p style="margin: 0;">NORTH</p> <div style="display: flex; justify-content: space-between; margin: 5px 0;"> <span>WEST</span> <span>EAST</span> </div> <p style="margin: 0; text-align: center;">(Dealer)</p> <p style="margin: 0;">SOUTH</p> </div>	<p>♠ King, 6, 3</p> <p>♥ 9, 2</p> <p>♦ King, Jack, 6, 2</p> <p>♣ Ace, King, Queen, 6</p>
	<p>♠ Ace, Queen, Jack, 4,</p> <p>♥ King, Jack, 8, 6</p> <p>♦ Ace, Queen, Ten, 8</p> <p>♣ Jack</p>	

### The Bidding

EAST	SOUTH	WEST	NORTH
1 No Trump	Double	3 Clubs	3 Spades
4 Clubs	4 Spades	Pass	Pass
Pass			

### The Play

Tr.	EAST	SOUTH (Dummy)	WEST	NORTH (Declarer)
1.	<b>King Clubs*</b>	Jack Clubs	5 Clubs	10 Clubs
2.	<b>9 Hearts</b>	6 Hearts	3 Hearts	Ace Hearts*
3.	3 Spades	Jack Spades*	10 Spades	9 Spades
4.	2 Hearts	8 Hearts	4 Hearts	10 Hearts*
5.	6 Spades	Queen Spades*	2 Clubs	8 Spades
6.	King Spades	Ace Spades*	3 Clubs	2 Spades



## *Auction Methods*




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7. 6 Clubs	<b>Jack Hearts</b>	5 Hearts	Qn. Hearts*
8. 2 Diamonds	10 Diamonds*	9 Diamonds	<b>3 Diamonds</b>
9. Ace Clubs	<b>King Hearts*</b>	7 Hearts	4 Diamonds
10. 6 Diamonds	<b>4 Spades</b>	4 Clubs	7 Spades*
11. Jk. Diamonds	Qn. Diamonds*	7 Clubs	<b>7 Diamonds</b>
12. Kg. Diamonds	<b>Ace Diamonds*</b>	8 Clubs	5 Diamonds
13. Queen Clubs	<b>8 Diamonds</b>	9 Clubs	5 Spades*

Tricks: North and South, 12; East and West, 1. \*

### COMMENT

The play of this hand does not require extended comment. Any first-class player holding Declarer's cards will get a Small Slam, the fact that East started with a No Trump furnishing the information necessary to make the finesses obligatory. The bidding is, however, much more interesting.

The No Trump by East is unquestionably sound. A bid of one Club would not indicate the full strength of the hand and, if No Trump is to be played, it is probably wise to have this the closed rather than the open hand.

South's double is also quite correct. Were this informatory double of a No Trump not a part of his vocabulary, he would have to guess whether to say two No Trumps, Spades or Hearts; with the probability that he would select the No Trump, the result of which would be fatal. With five



tricks divided between three suits, the informative double of one No Trump is now conventional. South has possibly three tricks more than the minimum requirement and, in addition, a most advantageous opportunity to double because he holds what looks like game assistance if North can take out in either major suit.

West's take-out is strictly in accordance with modern defensive doctrine. When the informative No Trump double was first devised, it was thought advisable for the partner of Declarer to pass when weak because it was presumed that the partner of the doubler must take out the double. Now everyone knows that passing the double, when strong, is recognized as sound and profitable Auction tactics on the part of the Doubler's partner. He is apt to have a hand of sufficient strength to pass and gather in a big premium when the partner of the bidder has a bust.

To avoid this dangerous possibility, the weak partner of a No Trump bidder who has been doubled, overbids when he holds any five card suit. With strength it pays for him to pass and if possible punish the doubler; so the character of the take-out should not be misunderstood. With a very long (six or seven cards) suit so



## Auction Methods



weak that it is worthless for a No Trumper, a clever bidder takes out by bidding three.

### No. 23

#### The Hands

<p>♠ King, Queen, 5, 2</p> <p>♥ 7, 6, 2</p> <p>♦ Queen, Ten, 5, 3</p> <p>♣ 8, 6</p>	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 150px;"> <p style="text-align: center;">NORTH</p> <div style="display: flex; justify-content: space-between;"> <span>WEST</span> <span>EAST</span> </div> <p style="text-align: center;">(Dealer)</p> <p style="text-align: center;">SOUTH</p> </div>	<p>♠ Jack, 9, 7, 6</p> <p>♥ Ten</p> <p>♦ 9, 7, 2</p> <p>♣ Ten, 9, 7, 5, 2</p>	<p>♠ Ace, Ten, 4</p> <p>♥ Ace, King, Queen, Jack, 4</p> <p>♦ 8</p> <p>♣ King, Queen, Jack, 4</p>
<p>♠ 8, 3</p> <p>♥ 9, 8, 5, 3</p> <p>♦ Ace, King, Jack, 6, 4</p> <p>♣ Ace, 3</p>			

#### The Bidding

SOUTH	WEST	NORTH	EAST
1 Diamond	3 Hearts	Pass	Pass
Pass			

#### The Play

	NORTH	EAST (Dummy)	SOUTH	WEST (Declarer)
Tr.				
1.	<b>Qn. Diamonds*</b>	2 Diamonds	6 Diamonds	8 Diamonds
2.	<b>3 Diamonds</b>	7 Diamonds	Jack Diamonds	4 Hearts*
3.	6 Clubs	2 Clubs	Ace Clubs*	<b>King Clubs</b>
4.	5 Diamonds	9 Diamonds	<b>Kg. Diamonds*</b>	4 Spades
5.	5 Spades	6 Spades	8 Spades	Ace Spades*

West leads four rounds of trumps and discards his losing Spade on Dummy's long Club.

Tricks: North and South, 3; East and West, 10.

COMMENT

This hand presents an interesting question of general management. With but six trumps in the two hands, Declarer does not want to be forced; but to decline the force twice (Tricks 2 and 3) would be to give up any hope of the game, as one trick has already been lost and the adverse Ace of Clubs must make.

To lead trumps after being forced once would be obviously fatal, as with seven adverse trumps one opponent must hold at least four; and to exhaust all the trumps with the Clubs unestablished would mean that all the adverse Diamonds would make.

The Clubs must therefore be first established and then a force declined. After this, South will not continue Diamonds, because Dummy will trump, and he is therefore forced to lead Spades or Hearts. Either lead makes the rest of the play easy for Declarer.

To manage this hand successfully requires the kind of tactics that a Declarer frequently has to employ when he cannot afford to be forced. The situation is not unusually difficult (the hand having been selected with the idea that it would prove "an easy one") but for some reason over ninety per cent. of the Declarers missed the opportunity.



# Auction Methods

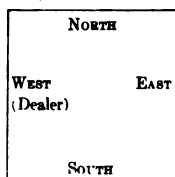


## No. 24

### The Hands

♠ Queen, 9, 8, 5  
♥ 8, 6, 5  
♦ Jack, 6, 3  
♣ 8, 7, 5

♠ Ten, 7, 6  
♥ 9, 4, 2  
♦ 9, 8, 5  
♣ Ace, Queen, 4, 3



♠ Ace, 2  
♥ Ace, King, Queen, Jk, Ten  
♦ Ace, 7, 4  
♣ 9, 6, 2

♠ King, Jack, 4, 3  
♥ 7, 3  
♦ King, Queen, Ten, 2  
♣ King, Jack, Ten

### The Bidding

WEST	NORTH	EAST	SOUTH
Pass	Pass	3 Hearts	Pass
Pass	Pass		
or			
Pass	Pass	2 Hearts	Double
Pass	2 Spades	3 Hearts	Pass
Pass	Pass		

### The Play

Tr.	SOUTH	WEST (Dummy)	NORTH	EAST (Declarer)
1.	<b>Kg. Diamonds</b>	5 Diamonds	6 Diamonds	<b>Ace Diamonds*</b>
2.	3 Hearts	2 Hearts	5 Hearts	<b>Ace Hearts*</b>
3.	7 Hearts	4 Hearts	6 Hearts	<b>King Hearts*</b>
4.	4 Spades	9 Hearts	8 Hearts	<b>Queen Hearts*</b>
5.	10 Clubs*	3 Clubs	5 Clubs	<b>9 Clubs</b>
6.	<b>Qn. Diamonds*</b>	8 Diamonds	3 Diamonds	<b>4 Diamonds</b>

## ♦ Tournament Hands ♣

7. 2 Diamonds	9 Diamonds	Jk. Diamonds*	7 Diamonds
8. 3 Spades	6 Spades	5 Spades	Ace Spades*
9. Jack Clubs	Qn. Clubs*	7 Clubs	6 Clubs
10. King Clubs	Ace Clubs*	8 Clubs	2 Clubs
11. 10 Diamonds	4 Clubs*	8 Spades	2 Spades
12. Jack Spades	7 Spades	9 Spades	Ten Hearts*
13. King Spades	10 Spades	Queen Spades	Jack Hearts*

Tricks: North and South, 3; East and West, 10.

### COMMENT

The first question that presents itself is whether East should bid two or three Hearts. On this a poll of the expert bidders of the country would probably produce a divided vote. The hand contains exactly seven tricks; there is not even a remote possibility of another. The partner (West) has passed and, while this does not negative the probability of his hand producing two tricks, it at least makes unusual weakness possible. It may be that *two* Hearts will hold the bid and can be made, while *three* will spell a defeated contract. It may also be soundly contended that the hand is so strong that there is little chance that the adversaries will go game, and that therefore it is not of the type which makes dangerous pre-emption justifiable.

The other side of the argument must not, however, be overlooked. This is a hand in which





very small assistance from Dummy, the kind of aid that even a passing partner may probably furnish, will produce a handsome game. Three Hearts will probably hold the declaration, but two may readily be over-called and result (if West have some strength) in forcing the Heart declaration too high or (if West hold a bust) it may allow the adversaries to score when it was possible to rob them of that opportunity.

The most forceful argument of all, however, is that five honors in one hand, is a prize which more than offsets a loss of 50. An original bid of three is rarely doubled and, with East's holding, the chance of a double is too slight to be seriously considered. If the partner furnish two tricks, the bid is well worth while; if but one, it shows a net gain; and if none a loss of only 20. Even the loss would be profitable, because in that event the adversaries would have been robbed of a scoring declaration.

As the cards are placed, three Hearts will surely end the bidding; two may. This depends upon the school to which South belongs. He has no sound over-call but, if he believe in the informative double of two, his hand would seem to justify that declaration even with a passing partner. All



these possible variations in bidding do not, however, in any way affect the play as all roads of declaration lead to the hand being played with Hearts as the trump.

#### THE PLAY

When Declarer wins the first trick, the same situation presents itself regardless of whether Diamonds or Spades has been the suit chosen. He can count eight sure tricks (five Hearts and three Aces); the Queen of Clubs furnishes an even chance for another; and there is just a possibility of the fourth Club in Dummy making the game trick. To produce this result, the Clubs must be evenly divided with the King in South's hand; the odds may be against this division, but it offers the *only* chance of game, so of course even the novice will try for it.

The point in the hand presents itself (Trick 5) when Declarer must either pass one Club as is shown in the above play, or finesse the Queen and return a small Club. The important point is that the Ace must be kept until the third round of Clubs as a reëntree to ensure making the thirteenth Club if the division be even. The thoughtless, commonplace play of finessing the





## *Auction Methods*



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Queen and then leading the Ace leaves an established Club but no reëntry.

### SCORE SHEET

The best form of score sheet to use to record scores made with these hands, with the scores which would be made if both pairs played perfectly, follows—

### TOURNAMENT

PLAYED AT..... ON.....

#### Scores Made by

NORTH

EAST

Name.....

Name.....

AND SOUTH

VS.

AND WEST

Name.....

Name.....

◆ *Tournament Hands* ♣

Hand	Tricks	Honors Penalties and Slams	Games	Tricks	Honors Penalties and Slams	Games
1	63	136	125			
2				30		125
3				36	81	125
4	40	40	125			
5				32	16	125
6	32	40	125			
7				60	80	125
8	27	18				
9	32	16	125			
10				36	18	125
11	36	36	125			
12				32	32	125
13	30	30	125			
14				54	122	125
15	63	172	125			
16				10	30	
17				70	140	125
18		50				
19				30		125
20	36	81	125			
21	60	90	125			
22	54	68	125			
23				32	72	125
24				32	80	125
Totals	473	777	1250	454	671	1375
Grand Total, North & South		2500	Grand Total, East & West		2500	

1. The first part of the document is a list of names and addresses of the members of the committee.

1

**PART FOUR**  
***THE LAWS OF AUCTION***



## PREFACE TO THE AUCTION LAWS OF 1920

In July 1920 the Whist Club adopted a code of Auction Laws which it directed should become effective September 1, 1920, and authorized an official Preface and Index. Due to the courtesy of the Club the full text of Preface, Laws and Index follows:

Auction was played in the United States before any Code of Laws was drafted for the game. Some of the English Clubs had altered the Laws of Bridge to meet the more obvious requirements of the new game; but, as the Laws of Bridge were merely the Whist Code revised, the so-called Laws of Auction were nothing more than the English Laws of Whist twice altered with as little labor as possible to fit another game. This was only natural in view of the sudden transfer of popular allegiance, first from Whist to Bridge, and next from Bridge to Auction.

When the game obtained a firm foothold in this country, The Whist Club drafted a code which covered a number of subjects not mentioned in the English revision of the Bridge Laws, but which followed its general form.



After that, every year or two, The Whist Club issued a revision of its Code. Each was a material improvement upon its predecessor, but there was so much to be done in the line of re-making the game that less attention was paid to the order and wording of the Laws than otherwise would have been the case.

After many experiments, a system of count was adopted in the Code of 1915 which seemed to thoroughly meet the popular demand. The desire for more changes in the game suddenly ceased, and the mail of the Card Committee of The Whist Club no longer brought hundreds of proposed alterations.

In January, 1917, The Whist Club issued a code which did not materially alter the provisions of the Code of 1915, but in which the Committee for the first time seriously attempted to clarify some laws whose wording, due possibly to repeated amendment and alteration, seemed obscure.

Even now there does not seem to be a desire for anything in the nature of drastic revision but certain writers, with more or less justification, have criticised the arrangement of the present laws and characterized as ambiguous the wording of some of them. The general public has appar-



ently been satisfied with the character of the game, but has complained that the average player has difficulty in finding the law applicable to a case arising during the play.

It has seemed advisable, therefore, to entirely redraft the laws and prepare, for the first time, a Code written for the game of Auction. The changes of substance are not many nor, with one or two exceptions, of great importance, but there has been an earnest effort to make the wording as clear as possible and the arrangement such as to simplify the finding of any law which may be desired. This, with complete indexing, it is believed will meet the objections against the wording and form of the present code.

#### CHANGES IN THE LAWS

The change made by the Code of 1920 which will surely attract the most attention is the reduction of the revoke penalty from 100 points to 50, or from 3 tricks to 2, as the case may be.

This may work unfairly in the isolated instance in which the revoke benefits its maker, but as in about ninety-nine cases out of one hundred the revoke does not do this, the new penalty more nearly fits the offence in the vast majority of cases.



In reducing this penalty, the possibility of an intentional revoke is not even contemplated; the laws do not provide a penalty for any form of crooked play. They are not drafted with the idea of defeating the tactics of the card sharp. The character of the game makes this impossible, as the bidding offers a most fertile field for the clever crook to give his partner invaluable information. "One Spade" and "a Spade" could be given different meanings and other forms of expression could be used to convey unfair information.

Should a player intentionally revoke or practice other unfair methods, ostracism will be more effective than any penalty the Laws could prescribe.

The question of who wins the rubber when the side that wins two games has the lower score, has for years been a subject of Auction controversy. Originally the winner of two games was held to be the winner in the rubber, no matter how many points the other side might be in the lead. This created the expression "winning a losing rubber". In 1915 this was changed, but the alteration met with opposition in certain quarters and The Whist Club in 1917 returned to the old order of

things. Now the folly of attempting to legislate an actual loss into a theoretical victory is realized and the original change made by The Whist Club being approved, it is reinstated so that once again the rubber winners will be the partners who come out ahead, regardless of which side happens to capture two games.

The proposal that the penalty for a defeated contract be increased with the idea of curbing reckless bidding received due consideration but met with little favor, as free bidding is one of the most attractive features of the game.

"Contract Auction," which provides that a player be permitted to score in his trick-score only the amount of his bid, the excess, if any, to be entered in his honor-score, was considered at time of the adoption of the 1917 Code. This year it was again proposed and was again rejected for the same reasons that influenced the Committee three years ago. Auction, as it stands, gives the expert sufficient advantage; "Contract Auction" would almost legislate the poor bidder out of the game. Like the Nullo, it might make Auction more attractive for the few, but must do so at the expense of the many.

The Committee in presenting the Code of 1920,



feels it should urge the Auction playing public to rigidly observe all laws and enforce all penalties.

It is obvious there must be penalties; to enforce some, and to disregard others creates misunderstandings and hard feelings. Players are all very ready to claim the extremely severe penalty for a revoke, which is always a careless and in most cases a harmless offence, and yet many hesitate to enforce the penalty allowed for looking at a trick that has been quitted. The latter offence gives the offender improper information by unfair means, and the penalty imposed for it is far from being too severe.

The picking up and examining of cards during the deal, while by no means so serious an offence as looking at a quitted trick, is a most annoying habit and is apt to result in exposed cards and other unfortunate occurrences.

Touching one card in Dummy and then playing another is an annoyance too often condoned.

The Auction players of the country are therefore urged to observe the provisions of all laws, and to exact all penalties, it being especially desirable that the penalties provided in Laws 26(*d*), 53 and 61(*e*) be rigidly enforced.

## THE LAWS OF AUCTION

### HOW PLAYED

1. The game of Auction is played by four players, two against two playing as partners. Two partners constitute a side.

### CARDS

2. Two packs<sup>1</sup> of cards having different backs are used. A correct pack contains four suits of thirteen cards each; one card of each denomination to a suit. A pack becomes imperfect when one or more cards are torn, soiled or otherwise so marked that they may be identified from their backs.

### RANK OF CARDS

3. In the play, Ace is high, then King, Queen, Jack, Ten, etc.; Deuce being lowest. In drawing cards, Ace is low, then Deuce, Trey, etc.; King being highest.

### RANK OF SUITS

4. In the declaration,<sup>2</sup> Spades are high, Hearts next, Diamonds next and Clubs lowest. In drawing cards, as between cards of equal denomina-

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<sup>1</sup> The game may be played with one pack, legal provisions requiring two packs being suspended by consent.

<sup>2</sup> In the declaration, No Trump ranks above any suit.





tion, Spades are low, Hearts next, Diamonds next, and Clubs highest.

#### LEAD

5. The player at the left of Declarer leads<sup>1</sup> to the first trick<sup>2</sup> and thereafter the winner of each trick leads to the next.

#### TRICK

6. After the lead, each player in his turn to the left plays<sup>1</sup> a card. A trick consists of four cards thus played.

#### FOLLOWING SUIT

7. A player must follow suit, *i. e.*, must play a card of the suit led if he have one. When leading, or when void of the suit led, he may play any card he holds.<sup>3</sup>

#### WINNING THE TRICK

8. A trick is won for his side by the player who, (a) if the trick does not contain a trump,<sup>4</sup> plays the highest card of the suit led; or who (b) plays the highest trump, if the trick contain one or more

<sup>1</sup> A player leads or plays by placing one of his cards face upward near the center of the table.

<sup>2</sup> The first lead of a hand, when legally made, is called the initial lead.

<sup>3</sup> To "refuse" is to fail to follow suit. To "renounce" (Law 55) is to refuse when able to follow suit. See Law 56 for "revoke."

<sup>4</sup> As a result of the bidding (Law 30), the hand may be played without a trump (*i. e.*, "No Trump") or with one of the four suits as the trump. Any trump is a winner as against any card of a plain (non-trump) suit.



trumps. A trick once turned and quitted<sup>1</sup> may not be looked at<sup>2</sup> until the end of the hand.

#### ODD TRICKS

9. Odd tricks are those won by Declarer in excess of six tricks. If Declarer fulfil his contract, his side counts the value of all odd tricks; otherwise nothing is counted in the trick score.

#### TRICK VALUES

10. Odd tricks count in the trick score as follows:

With Clubs	trumps, each counts	6 points.
With Diamonds	" " "	7 "
With Hearts	" " "	8 "
With Spades	" " "	9 "
With No Trump	" " "	10 "

Doubling doubles the above values; redoubling multiplies them by four.

#### HAND

11. A hand<sup>3</sup> begins with the cut<sup>4</sup> and ends when the last card is played to the thirteenth trick.

#### GAME

12. A game is won when one side has a trick score of thirty (30) or more points. A game

<sup>1</sup> Footnote to Law 56 (a) defines "quitted."

<sup>2</sup> Law 61 (c) prescribes penalty.

<sup>3</sup> "Hand" is also used to mean the cards held by a player. When so used the sense is obvious. Also used to designate players, as in "second hand," "third hand," etc.

<sup>4</sup> See Law 25.





may be completed in one hand or more; each hand is played out<sup>1</sup> whether or not during it the game be won.

#### **RUBBER**

13. (a) A rubber begins with drawing for partners (Law 22) or cutting out (Law 23) and is completed when one side has won two games. The side which has won two games adds a bonus of 250 points to its honor-score. The side having the greater number of total points<sup>2</sup> wins the rubber.<sup>3</sup>

(b) When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new hand shall commence) after a specified time, and the rubber is unfinished at that hour; the score is made up as it stands, 125 being added to the honor-score of the winners of a game. A hand if started must be played out.

(c) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after such agreement, a player leave before the appointed hour without appointing an acceptable substitute (Law 21-a); the opponents have the right to consult and decide

<sup>1</sup> All points won are counted whether or not they are needed to make game.

<sup>2</sup> See Law 17.

<sup>3</sup> Thus a side may win two games and still lose the rubber.



whether the score be canceled or counted as in (b).

#### HONORS

14. The Ace, King, Queen, Jack and Ten of the trump suit are the honors unless the declaration be No Trump, in which case the four Aces are the honors. Honors count in the honor-score of the side which received them in the deal.

#### HONOR VALUES

15. Honor values are based on trick values (Law 10). They are not increased by doubling (Law 35) or redoubling (Law 36).

#### WHEN THERE IS A TRUMP:

- 3 honors<sup>1</sup> between partners have value of 2 tricks.
- 4 honors between partners have value of 4 tricks.
- 4 honors held by one partner have value of 8 tricks.
- 5 honors, held 3 by one and 2 by other partner, have value of 5 tricks.
- 5 honors, held 4 by one and 1 by other partner, have value of 9 tricks.
- 5 honors held by one partner have value of 10 tricks.

#### WHEN THERE IS NO TRUMP:

- |                                    |            |
|------------------------------------|------------|
| 3 aces held between partners count | 30 points. |
| 4 " " " " " "                      | 40 "       |
| 4 " held by one partner count      | 100 "      |

<sup>1</sup> "Simple honors" means 3 honors.



### SLAMS

16. A side winning all thirteen tricks<sup>1</sup> scores 100 points for Slam.<sup>2</sup> A side winning twelve tricks<sup>1</sup> scores 50 points for Little Slam.<sup>3</sup> Slam points are added to the honor-score.<sup>4</sup>

### SCORING

17. Each side has a trick-score, which includes only points won by odd tricks; and an honor-score for all other points, including bonuses for honors, penalties, slams and undertricks.

At the end of the rubber, the total points of a side are obtained by adding together its trick-score and honor-score.<sup>5</sup> Subtracting the smaller total from the greater, gives the net points by which the rubber is won and lost.<sup>6</sup>

A proved error in the honor-score may be corrected at any time before the score of the rubber has been made up and agreed upon.

A proved error in the trick-score may be corrected at any time before the next declaration begins (Law 29) or, if the error occur in the final

<sup>1</sup> Without counting tricks received as penalty for a revoke.

<sup>2</sup> Also called Grand Slam.

<sup>3</sup> When Declarer's contract is seven and he wins six odd, he counts 50 for Little Slam although his contract fail.

<sup>4</sup> Slam or Little Slam may be scored by either side.

<sup>5</sup> The 250 points bonus for winning two games (Law 13-a) is included.

<sup>6</sup> Law 13 (a) explains who wins a rubber.

hand of the rubber, before the score has been made up and agreed upon.

#### FORMING TABLES

18. A table consists of four, five or six members, of whom four are players. A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played but are not members of an existing table rank next. Candidates of equal standing decide priority by drawing<sup>1</sup> cards. Low wins.

#### ENTRY

19. Before the beginning of a rubber<sup>2</sup> a candidate may enter any incomplete table by announcing his desire to do so and such announcements in the order made entitle candidates to places as vacancies occur. In case there are more candidates than there are vacancies, the provisions of Law 18 apply.

#### MEMBERS LEAVING TABLE

20. If a member leave a table, he forfeits all his rights at said table unless he leave to make

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<sup>1</sup> Method of drawing is described in Law 22.

<sup>2</sup> Law 13 (a) stipulates that the rubber begins when any player draws either for partners or cutting out.



up a table which cannot be formed without him and, when leaving, announce his intention of returning when his place at the new table can be filled. In such case, if he return, he has prior rights over any who have joined the table in his absence and may displace one of them. When a member<sup>1</sup> leaves a table to make up a new table which cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table.

#### PLAYERS LEAVING TABLES

21. (a) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence; such appointment becomes void upon return of said player or upon conclusion of the rubber. In any case, the substitute when released regains all his previous rights.

(b) A player who withdraws from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (a) fails to return before the end of the rubber, thus breaking up the table; cannot claim entry elsewhere as against the other three players from that table.

<sup>1</sup> Should two members make up a new table, both rank ahead of the others.

#### DRAWING FOR PARTNERS AND DEAL

22. A table having been formed, the members draw<sup>1</sup> cards. He who draws lowest becomes the dealer of the first deal and has choice of packs and seats.<sup>2</sup> He who draws second lowest is Dealer's partner and sits opposite him. The third lowest has choice of the two remaining seats; fourth lowest takes the remaining one. The members, if any, who draw higher than fourth lowest, remain members of the table but do not play in the current rubber.

In all cases when drawing cards, should any one show two or more cards, he must draw again.

A player having made choice of packs or seats must abide by his decision.

#### CUTTING OUT

23. If at the end of a rubber a table consist of five or six members, the players who have played the greatest number of consecutive rubbers are the first to lose their places as players (but do not lose their standing as members). The draw (Law 22) decides between claimants of equal standing; low wins.

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<sup>1</sup> One pack is spread face downward on the table and each member draws one card. All draw from the same pack.

<sup>2</sup> A player may consult his partner before choosing.





#### THE SHUFFLE

24. After drawing for partners, second hand<sup>1</sup> shuffles the pack which Dealer has chosen (Law 22) and third hand<sup>2</sup> shuffles the still pack.<sup>3</sup> Thereafter, at the beginning of each deal, third hand shuffles the still pack.<sup>4</sup> After being shuffled, the still pack is placed between second and third hands where it remains until the next deal.

During the shuffle, the pack must not be held below the table nor so that the face of any card may be seen.

Dealer has the right to shuffle last, but must not shuffle after the cut except as in 25 (b).

The deal must not proceed until the pack has been shuffled as herein provided.

#### THE CUT

25. (a) Dealer, immediately before the deal, places the pack before his right hand opponent who lifts off the top portion and places it beside the bottom portion, preferably toward Dealer who then places the bottom portion on top. This constitutes the cut.<sup>4</sup>

(b) If the cut leave fewer than four cards in

<sup>1</sup> The player on Dealer's left.

<sup>2</sup> Third hand is Dealer's partner.

<sup>3</sup> The "still pack" is the one not being dealt, or used in the play of the hand.

<sup>4</sup> A player may not cut or shuffle for partner if either opponent object.



the top or bottom portion; or if during it any card be faced or displaced; or there be any doubt as to where the pack was divided; or any player shuffle after the cut; there must be a new shuffle and a new cut.<sup>1</sup>

#### THE DEAL

26. (a) The deal begins after the cut and ends when the last card has been placed in proper order in front of Dealer.

(b) After the first deal, players deal in turn to the left. A player may not deal for his partner if either opponent object.

(c) Dealer gives the first card to the player on his left and so on until all fifty-two cards are dealt, the last one to Dealer.

(d) A player may not look at any of his cards during the deal. Penalty, 25 points in the adverse honor-score.

#### NEW DEAL (Compulsory)

27. There must be a new deal.<sup>2</sup>

(a) If the cards be not dealt into four distinct packets in accordance with Law 26(c).

(b) If, during the deal, any card be found faced

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<sup>1</sup> A player may not cut or shuffle for partner if either opponent object.

<sup>2</sup> Always by the same dealer, and with the same pack except (e) when a missing card is not found. See Law 62 regarding new cards.



in the pack or be exposed on, above or below the table.

(c) If it be discovered during the hand that more than thirteen cards were dealt to any player.

(d) If, during the hand, one player hold more than the proper number of cards and another less.

(e) If, during the hand the pack be proved incorrect (Law 2). The pack is not incorrect on account of a missing card or cards if it or they be found in the still pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal. Any player may search anywhere for missing cards, including the still pack and the quitted tricks (face downward). See also Law 56(e).

**NEW DEAL (Optional)<sup>1</sup>**

28. During the deal any player who has not looked at any of his cards may demand a new deal.<sup>2</sup>

(f) If the deal be out of turn,

(g) If the pack be imperfect (Law 2),

<sup>1</sup> A new deal may also be demanded under Laws 37 (d), 37 (e) and 54 (i).

<sup>2</sup> By the same dealer except as in (f), and with the same pack except as in (g) and (i).

A new deal may be demanded by either of Dealer's opponents<sup>1</sup> who has not looked at any of his cards:

(h) If Dealer omit the cut.

(i) If Dealer deal with wrong pack.

If any player, after looking at a card, make a claim under this law; or, if no claim be made; the deal stands as regular, and the player to the left deals next. In case of a deal with the wrong pack (i), the next dealer may choose either pack for the remainder of the rubber.

#### THE DECLARATION

29. The declaration<sup>2</sup> begins when the deal ends and ends when all four players pass<sup>3</sup> (Law 38) their first opportunity to declare<sup>4</sup> or, after a bid, (Law 30) when three players in succession have legally passed. The first legal act of the declaration is a bid or pass by the dealer. Thereafter each player in his turn to the left must pass, bid if no bid has been made previously, make a higher bid<sup>5</sup> if a bid has been made previously, double

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<sup>1</sup> "Opponent" is always used in the general sense;

"Adversary" is always an opponent of Declarer.

<sup>2</sup> Declaration also means either bid, double, pass, or redouble.

<sup>3</sup> The player next in turn then deals with his own pack.

<sup>4</sup> To declare means to bid, double, pass or redouble.

<sup>5</sup> Law 31 defines "higher bid."



the last bid made by an opponent or redouble an opponent's double provided no bid has intervened.

**BID DEFINED**

30. A bid is made by specifying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump; thereby offering to contract that with such suit as trump or with No Trump, the bidder will win at least the specified number of odd tricks.

**HIGHER BID DEFINED**

31. To make a "higher bid" a player must (a) name a greater number<sup>1</sup> of odd tricks in a suit or No Trump than the number named in the last previous bid, or (b) name at least an equal number of odd tricks in a suit of higher rank (Law 4) than the suit named in the previous bid.

**INSUFFICIENT BID**

32. A bid following any previous bid is "insufficient" if it is not "higher" according to Law 31.

*When an insufficient bid is made:*

(a) The insufficient bidder, if he do so before an opponent has declared or called attention to the insufficiency, may make the bid sufficient by

<sup>1</sup>Seven is the greatest number that may be named.



changing the number of odd tricks named, in which case the declaration proceeds as if the bid had been sufficient.

(b) When either opponent calls attention to an insufficient bid before it is changed, the insufficient bidder must make his bid sufficient by increasing the number<sup>1</sup> of odd tricks named; and if the player on the left of the insufficient bidder then pass, the partner of the insufficient bidder must pass and may not re-enter the declaration unless an opponent subsequently bid or double.

(c) If neither opponent call attention to the insufficiency and the player on the left of the insufficient bidder either bid, double or pass, the previous insufficiency is waived.

(d) Either opponent, after the bid has been made sufficient as provided in (b), may in turn make a higher<sup>2</sup> bid, in which case the declaration proceeds as if no bid had been insufficient.

#### **BID OUT OF TURN DEFINED**

33. A bid is out of turn,<sup>3</sup> (not an illegitimate bid, Law 41):

<sup>1</sup> Not exceeding seven.

<sup>2</sup> i. e., Higher than the bid after it has been made sufficient.

<sup>3</sup> When a bid is out of turn and also insufficient (Law 32), either opponent may elect to apply either Law 32 (b) or Law 34 (a).



(a) If, before Dealer declares, a bid be made by any other player.

(b) If, after Dealer declares, any player bid otherwise than in his turn.

#### **BID OUT OF TURN PENALIZED**

34. After a bid out of turn:

(a) Either opponent of the offender may cancel it. The proper player then proceeds with the declaration,<sup>1</sup> the out-of-turn bid being ignored, but the partner of the out-of-turn bidder must thereafter pass whenever his turn comes.<sup>2</sup>

(b) When the player on the left of the out-of-turn bidder declares before the improper bid is canceled, the out-of-turn bid is thereby accepted as if made in turn and there is no penalty.

(c) When the player on the right of the out-of-turn bidder is the proper declarer and declares<sup>3</sup> without otherwise canceling the improper bid, such act cancels the out-of-turn bid and (a) applies.

#### **DOUBLE DEFINED**

35. When, during the declaration and in proper turn, a player doubles, it doubles the trick value

<sup>1</sup> The "proper player" must pass if he is the partner of the player in error.

<sup>2</sup> The offending player, as he has not received improper information, **may** subsequently declare in turn.

<sup>3</sup> When he doubles, it is a double of the last legal bid.



(Law 10) of the last previous bid. Doubling does not change bidding values (Laws 4 and 31), nor the values of honors (Law 15), Slam or Little Slam (Law 16.)

#### REDOUBLE DEFINED

36. When, during the declaration, and in proper turn, a player redoubles, it doubles the double (Law 35); that is, it multiplies the original trick value (Law 10) by four. A redouble, like a double, affects only trick values (Law 35).

#### IMPROPER DOUBLES AND REDOUBLES

37. The penalties for improper doubles or redoubles follow:

(a) A double or redouble before a bid has been made is void.

(b) A double or redouble after the declaration ends: Law 41(a) prescribes the penalty.

(c) A double or redouble made when it is the turn of the right hand opponent to declare is subject to the same penalty as a bid out of turn (Law 34-a) unless the partner of the offender has passed the bid involved, in which case the double or redouble is void and there is no penalty.

(d) A double or redouble when it is partner's turn to declare may be accepted by the opponents,





after consultation, as if it had been in turn; or they may demand a new deal; or call the bid that was doubled final and elect whether the double or redouble stand. Any of these penalties may be exacted even though the partner of the offender call attention to the error; but, if the player to the left of the offender declare, he thereby accepts the out-of-turn double or redouble.

(e) A double of a double is a redouble; a redouble when there has been no double is a double; a redouble of a redouble is void and is penalized by a new deal or 100 points in the adverse honor-score. Doubling a partner's bid or redoubling a partner's double is penalized by 50 points in the adverse honor-score. Either opponent may exact any of these penalties.

#### **PASS DEFINED**

38. When, during the declaration and in proper turn, a player passes; the turn to declare is thereby passed to the next player to the left.

#### **PASS OUT OF TURN DEFINED**

39. A pass is out of turn:

- (a) If made before Dealer declares;
- (b) If made (after Dealer declares) by any player except in turn.

**PASS OUT OF TURN PENALIZED**

40. After a pass out of turn:

(a) If the opponent at the left of the offending player declare<sup>1</sup> before attention is called to the error, the pass is accepted as regular.

(b) If an opponent call attention to the error, the pass is void and the player whose turn it was, when the error was made, resumes the declaration; but the offending player may not thereafter bid, double or redouble unless the declaration he passed be over-bid, doubled or redoubled.

**ILLEGITIMATE DECLARATIONS**

41. (a) A bid, double or redouble made after the declaration is ended is not penalized if made by Declarer or his partner. But should the error be committed by an adversary, Declarer may call a lead from the partner of the offending player the first time it is the turn of said partner to lead.

(b) When a player who has been debarred from bidding or doubling, either bids, doubles or redoubles, either opponent may decide whether or not such bid, double or redouble stand; and, in

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<sup>1</sup> See footnote to Law 29, which provides that a pass is a declaration.



either case, both the offending player and his partner must thereafter pass.

(c) A pass after the declaration is ended is void.

#### DECLARING AND CHANGING

42. If a player pass, bid, double, or redouble, and then attempt to change<sup>1</sup> to some other form of declaration or attempt to change the size of a sufficient bid, such attempted change may be penalized as a bid out of turn<sup>2</sup>.

#### REPEATED ERRORS

43. When any player commits an error for which a penalty is provided in Laws 32, 34, 37, 40, 41, or 42 at a time when an error has previously been committed under those laws, for which the penalty has not already been fully paid:

(a) If the previous error was committed by the other side, the penalty for it (or as much as remains unpaid) is canceled and the side newly in error is liable for the penalty provided for the new offense;

(b) If the previous error was committed by the

<sup>1</sup> A player who inadvertently says "No Bid," meaning to say "No Trump" or *vice versa*; or who inadvertently says "Spade," "Heart," "Diamond" or "Club," meaning to name another of these; may correct his mistake, provided the next player has not declared. "Inadvertently" refers to a slip of the tongue, not a change of mind.

<sup>2</sup> Unless it be an attempt to change the third or fourth consecutive pass which closes the declaration (Law 29).

same side, the opponents, after consultation, may elect which error to penalize.

#### CARDS EXPOSED DURING DECLARATION

44. If, during the declaration,<sup>1</sup> any player lead or expose<sup>2</sup> a card, such card must be left face upward on the table and the partner of the player in error must thereafter pass whenever it is his turn to declare.

If the player in error later become Declarer or Dummy, the card in question is no longer exposed; otherwise it remains an exposed card until played.

If the player on the left of the player in error later become Declarer he may, on the first trick, forbid a lead of the suit of the exposed card.<sup>3</sup>

#### CONTRACT AND DECLARER

45. With the completion of the declaration, the side which has made the highest bid assumes a contract to win at least the number of odd tricks<sup>4</sup> named in said bid: the partner of that side who first named the suit or No Trump specified in said bid is Declarer.

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<sup>1</sup> Law 29 specifies when the declaration begins and ends.

<sup>2</sup> Law 51 defines exposed cards.

<sup>3</sup> When two or more cards are exposed, all are subject to the provisions of Law 44, but the Declarer may not forbid the lead of more than three suits.

<sup>4</sup> Law 9 provides that Declarer whose contract fails, scores nothing for tricks.



For every trick Declarer falls short of his contract, the adversaries score 50 points in their honor-score for undertricks. All tricks won by adversaries beyond their "book" are undertricks. The adversaries' book is the number of the bid subtracted from seven. Declarer's book is his first six tricks. In case of a double, the undertricks count 100 each; in case of redouble they count 200 each.

When there is a double and Declarer fulfils his contract, he counts in his honor-score a bonus of 50 points; and a further bonus of 50 points for each trick, if any, that he wins beyond the number called for by the contract. When there is a redouble, these bonuses are 100 points each instead of 50.<sup>1</sup>

#### THE PLAY

46. After the declaration, the play proceeds according to Law 5. Until the initial lead has been legally made, Declarer's partner is not subject to any of the limitations<sup>2</sup> imposed upon Dummy.

#### DUMMY

47. As soon as the initial lead is legally made, Declarer's partner places his cards face upward

<sup>1</sup> These bonuses are in addition to the increased trick score, see Law 10.

<sup>2</sup> Except consultation as to the penalty provided in Law 54(a).

on the table and becomes Dummy.<sup>1</sup> Declarer plays Dummy's cards as well as his own. Dummy takes no part in the play and has no rights except as provided in Laws 48 and 49. .

**DUMMY'S RIGHTS (Unconditional)**

48. Dummy always has the right:

(a) To call attention to the fact that too many or too few cards have been played to a trick,

(b) To call attention to the fact that the wrong side has gathered in a trick,

(c) To ask Declarer whether he have any of a suit he has refused.<sup>2</sup>

(d) To correct an error in the score,

(e) To participate in the discussion of any disputed question of fact after it has arisen between Declarer and an adversary,

(f) To correct an improper claim of either adversary,

(g) To assist Declarer as allowed by Law 54(j).

**DUMMY'S RIGHTS (Conditional)**

49. If Dummy have not intentionally looked at a card held by any player, he has the following additional rights:

(h) To claim an adverse revoke,

<sup>1</sup> "Dummy" is sometimes used in the obvious sense of dummy's cards.

<sup>2</sup> "Refuse" is defined in footnote to Law 7.

(i) To call attention to an adverse lead out of turn,

(j) To call attention to a card exposed by an adversary,

(k) To call Declarer's attention to any right he may have under the laws,

(l) To suggest playing out the hand when Declarer would concede any of the remaining tricks (Law 59-b).

#### DUMMY PENALIZED

50. (m) Should Dummy call attention to any matter involving a right of Declarer or a penalty incurred by the adversaries, said matter not being covered by Law 48 paragraphs (a) to (g); or should he, after having intentionally looked at a card held by any player, seek to exercise any of the rights mentioned in Law 49, paragraphs (h) to (l); then such right or penalty is canceled and may not be exercised or exacted.

(n) Should Dummy, by touching a card or otherwise, suggest a play by Declarer; either adversary may require Declarer to make such play (if legal) or to refrain from making it.

(o) Should Dummy warn Declarer that he is about to lead from the wrong hand, either adver-



sary may designate the hand from which Declarer shall lead.

#### EXPOSED CARDS

51. The following are "exposed" cards—

(a) Two or more cards led or played simultaneously (all are exposed);

(b) A card dropped face upward on the table, even if snatched up so quickly that it cannot be named;<sup>1</sup>

(c) A card dropped elsewhere than on the table if the partner see its face;<sup>2</sup>

(d) A card so held by a player that his partner sees any portion of its face;<sup>2</sup>

(e) A card mentioned by either adversary as being in his own or his partner's hand.

(f) If an adversary who has legally played to the twelfth trick, show his thirteenth card before his partner plays his twelfth, the partner's two cards are exposed;

(g) A card designated by any Law as "exposed."

#### CALLING EXPOSED CARDS

52. After a card has been "exposed" as defined in Law 51, it must be left face upward on the

<sup>1</sup> If an adversary throw his cards face upward on the table, they are exposed (except as in 59a) and liable to be called; but if the other adversary retain his hand, he cannot be forced to expose it.

<sup>2</sup> The fact that an opponent sees it, does not make it an exposed card.



table and Declarer may "call" it (*i. e.*, require its owner to lead or play it)<sup>1</sup> at any time when it is the owner's turn to lead or play, except when the playing of the "called" card would cause the holder to renounce.

Declarer may call an exposed card any number of times until it may be legally played, but the owner may play it even if not called.

#### PLAY OF DECLARER AND DUMMY

53. A card from Declarer's hand is not played or led until quitted.<sup>2</sup> If Declarer name or touch a card in Dummy he must play it.<sup>3</sup> If he touch two or more cards simultaneously, he may play either.

Declarer and Dummy are not liable to the call of exposed cards.<sup>4</sup>

#### LEADS OUT OF TURN AND CARDS PLAYED IN ERROR

54. (a) After the declaration and before a legal initial lead, should the partner of the proper leader lead or expose a card, Declarer may either

<sup>1</sup> Declarer and Dummy are not liable (Law 53).

<sup>2</sup> A card is "quitted" when the player no longer touches it.

<sup>3</sup> Unless Declarer say "I arrange," or words to that effect; or unless his touching the card is obviously for the purpose of uncovering a partly hidden one or to enable him to get at the card he wishes to play.

<sup>4</sup> But see Law 54 (a).



call a lead<sup>1</sup> from the proper leader or treat the card<sup>2</sup> as exposed. Declarer's partner may call Declarer's attention to the offense but, should they consult regarding the penalty, it is canceled. Should Declarer's partner spread any part of his hand before Declarer selects the penalty, Declarer may not call a lead.

(b) Should an adversary who has played a card which, as against Declarer and Dummy, is a winner lead another or several such winning cards without waiting for his partner to play; Declarer may require said adversary's partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

(c) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(d) Should Declarer lead out of turn either from his own hand or Dummy, either adversary may direct that the error be rectified, but Declarer may not rectify it unless so directed.

(e) After a lead by Declarer or Dummy, should fourth hand play before second hand; Declarer

<sup>1</sup> If the player called on to lead a suit have none of it the penalty is paid.

<sup>2</sup> Or cards.



may require second hand to play his highest or lowest card of the suit led, or to win or lose the trick.<sup>1</sup> If second hand have none of the suit led, Declarer may call his highest of any designated suit. If second hand hold none of the suit called, the penalty is paid.

(f) Should Declarer lead from his own or Dummy's hand and then play from the other hand before second hand plays, fourth hand may play before second hand without penalty.

(g) Should any player (including Dummy) lead out of turn and next hand<sup>2</sup> play without claiming the penalty, the lead stands as regular.

(h) If an adversary lead out of turn, Declarer may call a lead as soon as it is the turn of either adversary to lead or may treat the card so led as exposed.

(i) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick—but does not constitute a revoke therein.

<sup>1</sup> Except as provided in (f).

<sup>2</sup> Declarer accepts wrong lead if he play next either from his own or Dummy's hand.



(j) Whenever it is suspected that any of the quitted tricks contains more than four cards, any player (including Dummy) may count them face downward. If any be found to contain a surplus card and any player be short, either opponent may face the trick, select the surplus card and restore it to the player who is short; but this does not change the ownership of the trick. The player who was short is answerable for revoke as provided in Law 56(e).

#### RENOUNCE

55. When a player, having one or more cards of the suit led, plays a card of a different suit; his act constitutes a renounce.<sup>1</sup>

#### REVOKE DEFINITIONS

56. A renounce (Law 55) becomes a revoke and subject to penalty (Law 57):

(a) When the trick in which it occurs is turned and quitted<sup>2</sup> by the rightful winners, except as provided in Law 58(c);

(b) When the renouncing player or his partner, whether in turn or otherwise, leads or plays to the following trick;

<sup>1</sup> See also "refuse," Law 7, footnote.

<sup>2</sup> A trick is "quitted" when it is turned and the player no longer touches it.



(c) When one side having claimed a revoke either opponent mixes the cards before the claimant has had reasonable opportunity to examine them.

(d) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from playing a certain suit, and fails to act as directed when able to do so; he incurs the revoke penalty.

(e) If at any time a player be found to have less than his correct number of cards, and the other three have their correct number; the missing card or cards, if found (see also Laws 27-e and 54-j), belong to the player<sup>1</sup> who is short and, unless he be Dummy, he is answerable for any revoke or revokes as if the missing card or cards had been in his hand continuously.

#### REVOKE PENALTY

57. The penalty for each revoke is:

(a) When Declarer revokes, he cannot score for tricks and his adversaries, in addition to any

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<sup>1</sup> The fact that such player made no claim of irregularity at the time of the deal is conclusive, in the absence of evidence to the contrary, that the missing cards were dealt to him.



bonus for undertricks<sup>1</sup>, add 50 points to their honor-score for each revoke.

(b) When either adversary revokes, Declarer for the first revoke may either score 50 points in his honor-score or take two tricks<sup>2</sup> from his adversaries and add them to his own.<sup>3</sup> Such tricks may assist Declarer to make good his contract, but shall not entitle him to any further bonus<sup>4</sup> in the honor-score by reason of the bid having been doubled or redoubled; nor to a Slam or Little Slam not otherwise obtained. For each revoke after the first, Declarer adds 50 points to his honor-score.

(c) The value of honors as held is the only score that can be made by a revoking side unless both sides revoke; if one side revoke more than once, the other scores 50 for each extra revoke.

#### REVOKE AVOIDED

58. A renounce (Law 55) may be corrected, and the revoke (Law 57) avoided, under the following circumstances:

<sup>1</sup> The fact that Declarer revokes does not permit adversaries to score for undertricks, provided Declarer has won (even with the help of the revoke) at least the number of tricks called for by his contract.

<sup>2</sup> The value of the two tricks—undoubled, doubled or redoubled as the case may be—is counted in the trick score.

<sup>3</sup> Dummy may advise Declarer which penalty to exact.

<sup>4</sup> They may enable him to win a game and, if that game end the rubber, give him the 250 points bonus.





(a) If made by Dummy, the renounce may be corrected before the trick is turned and quitted. After the trick has been turned and quitted, whether by the rightful winners or otherwise, the renounce may not be corrected. In neither case is there any penalty.

(b) A renouncing player, other than Dummy, may not correct his error (except as in *c*) after the trick is turned and quitted nor after he or his partner has led or played to the following trick. If the correction be made in time, there is no revoke penalty; but the player in error (except as in *e*) may be required to play his highest or lowest card of the suit led. Any player, who played after the renounce, may withdraw his card and substitute another.

(c) If, before the trick is turned and quitted, the partner of the renouncing player ask him whether he have any<sup>1</sup> of the suit refused, subsequent turning and quitting does not establish a revoke until the renouncing player has answered in the negative, or until he or his partner has led or played to the following trick.

(d) If the renouncing player be an adversary and the renounce be corrected in time, declarer

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<sup>1</sup> Or none.



instead of calling the highest or lowest may treat the card played in error as exposed.

(*e*) The highest or lowest may not be called from Declarer unless the adversary to his left have played to the trick after the renounce.

(*f*) Should Dummy leave the table after requesting protection from revokes,<sup>1</sup> Declarer cannot be penalized, following a renounce, unless an adversary in due time call the renounce to his attention.

(*g*) The revoke penalty cannot be claimed after the next ensuing cut (Law 25); nor, if the revoke occur during the last hand of a rubber, after the score has been agreed upon; nor if there have been a draw for any purpose in connection with the next rubber (*e. g.*, as in Law 23).

#### CLAIMING AND CONCEDED TRICKS

59. (*a*) If Declarer say "I have the rest," or any words indicating the remaining tricks or any number thereof are his; either adversary may require him to place his cards face upward on the table and play out the hand. Declarer cannot then take any finesse, not previously proven a

<sup>1</sup> Sometimes called "courtesies of the table."



winner,<sup>1</sup> unless he announced it when making his claim; nor may he call any cards either adversary has exposed.

(b) If Declarer concede one or more tricks, and either adversary accept the concession before Dummy lawfully demands that the hand be played out (Law 49-1), such trick or tricks belong to adversaries even though, had the hand been played out, Declarer could not have lost them.

(c) If an adversary concede a trick or tricks to Declarer, and such concession be accepted before the other adversary objects, it is binding on both adversaries.

#### PENALTIES AND CONSULTATION

60. Laws which give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

(a) If either partner suggest or name a penalty he is deemed to have selected it.

(b) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is canceled.

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<sup>1</sup> "Proven a winner" means that the adversary who plays last to the trick in which the finesse is to be taken, has previously refused that suit; the fact that a finesse in the same suit has previously won is not enough.

(c) If either says (in effect), "Which of us is to select the penalty?" the penalty is canceled.

(d) A proper penalty once selected may not be changed.

(e) If a wrong penalty be selected,<sup>1</sup> the selection must be corrected upon request of either opponent.

(f) If a wrong penalty be selected and paid without challenge, the selection may not be changed.

(g) A reasonable time must be allowed for the selection of a penalty, and the selection must be made within a reasonable time.

(h) If, instead of exacting a penalty at the proper time, either opponent of the side in error play or declare, no penalty may be exacted.

#### INFORMATION

61. (a) During the declaration, information must be given concerning its details up to that time, but, after it is ended, should either adversary or Dummy inform his partner regarding any detail of the declaration except the contract, Declarer or either adversary (as the case may be) may call a lead the next time it is the turn of the offending side to lead. At any time during the play, any

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<sup>1</sup> If the "penalty" selected be something not described in the Laws, no penalty may be exacted.





player inquiring must be informed what the contract is.

(b) Any player except Dummy may, before a trick is turned and quitted, demand that the cards so far played be placed before their respective players; but should either adversary, in the absence of such demand, in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(c) Either adversary, but not Dummy (Law 50-o), may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any unauthorized reference to any incident thereof, or to the location of any card, Declarer may call the next lead when it becomes an adversary's turn.<sup>1</sup>

(d) If before or during the declaration a player give any unauthorized information concerning his hand, his partner may be barred from subsequent participation in the declaration.

(e) The penalty for looking at quitted tricks (except where the Laws permit examination)

<sup>1</sup> Any such reference by Dummy, may be similarly penalized by either adversary.



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is 25 points in the adverse honor-score for each offense.

**NEW CARDS**

62. One new pack must be produced to replace an incorrect one (Law 27-*e*) or an imperfect one (Law 28-*g*). Otherwise, when new cards are demanded, two packs must be furnished and the opponents of the player demanding them have the choice, unless the demand be made at the beginning of a rubber, in which case Dealer has the choice.

Except under Laws 27(*e*) and 28(*g*), new cards may not be introduced during a deal. (See Law 26-*a*.)

## THE ETIQUETTE OF AUCTION

In the game of Auction slight intimations may convey improper information. To offend against etiquette is more serious than to offend against a law; for in the latter case the offender is subject to prescribed penalties; in the former his opponents are without redress.

1. Declarations should be made in a simple manner, thus: "one Heart," "one No Trump," "pass," "double"; they should be made without emphasis.

2. Except by his legitimate declaration, a player should not indicate by word, manner or gesture the nature of his hand, nor his approval or disapproval of a play, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An adversary should not lead until the preceding trick has been turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A card should not be played in such manner as to draw attention to it, nor should a player





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detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty nor should he make a second revoke to conceal a first.

7. Conversation which may annoy players at the table or at other tables in the room should be avoided.

8. Dummy should not leave his seat to watch his partner play nor call attention to the score.

9. If Declarer say, "I have the rest," or any words indicating that the remaining tricks, or any number thereof, are his, and an adversary exposes his cards, Declarer should not allow any information so obtained to influence his play.

10. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

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**Candidate(s).**

- for entry at table, 18, 19.
- Priority among —, 18, 19.

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- Adversary leads several winning —, 54(b).
- Calling exposed —. See **Calling.**
- Calling highest or lowest —. See **Calling.**
- Choice of —. See **Choice.**
- dealt into four packets, 27(a).
- Declarer plays Dummy's —, 47.
- displaced in the cut, 25(b).
- Drawing —. See **Draw(ing).**
- dropped, 51(b), 51(c).
- exposed. See **Exposed Cards.**
- Exposed —. See **Exposed Cards.**
- faced in the cut, 25(b).
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- faced in the declaration, 44.
  - Four — in cut, 25(b).
  - improperly dealt, 27, 28.
  - Kind of — used, 2.
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  - led or played simultaneously, 51(a), 54(c).
  - looked at during deal, 26(d).
  - Marked —, 2.
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  - Mixing the — when revoke is claimed, 56(c).
  - More than thirteen — held, 27(c).
  - New —. See **New**.
  - One — of each denomination to a suit, 2
  - One or two packs of — used, 2.
  - Placing —, 61(b).
  - played in error, 44, 54, 55.
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  - Quitted trick contains too many or too few —, 54(i), 54(j).
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  - Soiled —, 2.
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  - touched by dummy, 50(n).
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— tricks count six, 10.

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— regarding choice of packs and seats, 22.

— regarding improper double, 37(d).

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— bonus for double and redouble, 45.

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Giving information regarding —, 61(a).

— lost by revoke, 57(a).

Odd tricks and —, 9.

Slams and —, 16.

Winning —, 9, 45.

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Partner must not —, 25.

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— at beginning of rubber, 13(a).

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- after cut, 26(a).
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- Cards faced or exposed in —, 27(b).
- described, 26(c).
- Drawing for —, 22.
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- New cards during —, 62.
- out of turn, 28(f).
- Partner may not —, 26(b).
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- When — begins and ends, 26(a).
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- First —, how selected, 22.
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**Decision, abiding by, 22.**

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- Illegitimate —, 41.
- “—” includes “bid,” “pass,” “double” and “redouble,” 29.
- made when under compulsion to pass, 41(b).
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## *The Laws of Auction*



### **Declare(s).** (See also **Declaration.**)

- ing and changing, 42.
- defined, 29.
- “—” includes “bid,” “pass,” “double” and “redouble,” 29.

### **Declarer.**

- “Adversary” is —’s opponent, 28.
- and contract, 45.
- and dummy, 46, 47, 48, 49, 50, 53, 59, 60.
- ’s bonus for double and redouble, 45.
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- makes contract by adverse revoke, 57(*b*).
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- plays dummy’s cards, 47.
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- revokes, 57(*a*).
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- When — counts odd tricks, 9.

### **Definitions.**

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Double out of turn, 37. Drawing, 22. Dummy, 47. Exposed cards, 51. Following suit, 7. Game, 1, 12. Hand, 11. Higher bid, 31. Honor-score, 17. Honors, 14. Illegitimate declaration, 41. Imperfect pack, 2. Insufficient bid, 32. Lead, 5. Member, 18. Net points, 17. No trump, 8. Odd tricks, 9. Opponent, 28. Partners, 1. Pass, 38. Pass out of turn, 39. Plain suit, 8. Play, 1, 5. Player, 18, 22. Quitted card, 53. Quitted trick, 56(a). Redouble, 36. Redouble out of turn, 37. Refuse, 7. Renounce, 55. Revoke, 56. Rubber, 13. Shuffle, 24. Side, 1. Slam, 16. Still pack, 24. Table, 18. Total points, 17. Trick, 6. Trick score, 17. Trump, 8. Under-tricks, 45. Winning rubber, 13.

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**Displacing other players**, 20, 21.

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— before a bid is made, 37(a).

Bonus for —d contract, 45, 57(b).

Changing a —, 42.

“Declare” includes “—”, 29.

— defined, 35.

— doubles trick values, 10, 57(b).

Honor values not changed by —, 15.

— of a —, 37(e).

— of partner's bid, 37(e).

— when turn of partner, 37(d).

— when turn of right opponent, 37(c).

— when under compulsion to pass, 41(b).

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— for cutting out, 23.

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- for entry, 18, 19.
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- leaving table, 58(f).
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- penalized, 50.
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- in doubling and redoubling, 37.
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- to play as directed, 56(d).
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- dealer, 22.
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- in room, 18.
- to play, 18, 22.
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- All — points counted, 12.
- bonus, 13(b).
- , defined, 1, 12.
- , how played, 1.
- , how won, 12.
- Thirty points to a —, 12.
- Two — win rubber, 13(a).
- , when completed, 12.
- won by revoke, 57(a), 57(b).

**Giving Information,** 61.

**Grand Slam.** See **Slam.**

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- begins with cut, 11.
- defined, 11.
- Each — played out, 12, 13(b).
- Laying down —. See **Cards.**
- One — or more to a game, 12.
- Third — shuffles, 24.



**Heart(s).**

Rank of —, 4.

— tricks count eight, 10.

**High.**

— card in drawing and play, 3.

— suit in declaration and drawing, 4.

**Higher bid.**

Bid, if not —, is insufficient, 32.

— defined, 31.

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— based on trick values, 15.

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**Illegitimate declarations,** 41.

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**Information,** 61.

**Initial lead,** 5.

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- defined, 32.
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**Lead out of turn, 44, 54.**

**Leaving table, 13(c), 20, 21, 58(f).**

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**Looking at cards, 26(d), 28, 49.**

**Looking at quitted tricks, 8, 61(e).**

**Losing rubber, 13(a).**

**Low.**

- card in drawing and play, 3.
- suit in declaration and drawing, 4.

**Making up tables, 18, 19.**

**Marked cards, 2.**

**Members.**

- draw for partners and deal, 22.
- leaving tables, 20.
- of table, 18, 23.
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- cards, 27(e), 28(g), 62.
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- shuffle, 25(b).

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- for irregular deal, 27(a).
- for omitting cut, 28(h).
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- Optional —, 28.

**No trump.**

- “—” changed to “no bid”, 42.
- defined, 8
- honors, 15
- Rank of — in declaration, 4.
- tricks count ten, 10.

**Odd tricks.**

- defined, 9.
- not counted when contract fails, 9.
- , values, 10.
- , when counted, 9.
- , where scored, 10, 17.

**Opponent, 28.**

**Out of turn.** See **Bid out of turn**, **Lead out of turn**.



**Pack(s).** (See also **Card**.)

- All draw from same —, 22.
- Choice of —, 22.
- Correct —. See **Correct pack**.
- Cutting the —, 25.
- Imperfect —. See **Imperfect pack**.
- Incorrect —. See **Correct pack**.
- New —. See **New**.
- One or two —s used, 2.
- Perfect —. See **Imperfect pack**.
- Same — used, 27, 28.
- Still —. See **Still pack**.
- Wrong — dealt, 28(i).

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- Consulting —, 60.
- Dealer's — shuffles, 24.
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- Drawing for —, 22.
- first naming suit is declarer, 45.
- may not cut, deal, shuffle, etc., 24, 25, 26(b).
- of proper player leads, 54(a).
- Two — constitute a side, 1.

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- “Declare” includes “—”, 29.
- defined, 38.
- Four players — in succession, 29.
- made after declaration ends, 41(c).
- out of turn, 39, 40.
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- and consultation, 60.
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- counted in honor score, 17.
- Reasonable time for selecting —, 60(g).
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**Penalty applied.**

- Bidding errors, 32, 34, 41, 42.
- Breaking up table, 21(b).
- Consultation, 60.
- Contract failure, 9, 45.
- Cut omitted, 28(h).
- Cutting wrong, 25(b).
- Dealing errors, 27, 28.
- Declaration errors, 32, 34, 37, 40, 41, 42, 43, 44.
- Doubling errors, 37, 41.
- Dummy penalized, 50.
- Exposed cards, 52.
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- Looking at card during deal, 26(d).
- Looking at quitted tricks, 61(e).
- Pass out of turn, 40, 41(c).
- Redoubling errors, 37, 41.
- Repeated errors, 43.
- Revoke, 57.
- Shuffling errors, 24.
- Wrong number of cards held, 27, 56(e).

**Perfect pack.** See **Imperfect.**

**Placing still pack,** 24.

**Plain suit,** 8.

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- Failing to — as directed, 56(d).
- Fourth hand —s before second, 54(e).
- ing highest or lowest. See **Calling.**
- ing out of turn, 54.
- ing out the hand, 49(l), 59(b).
- ing to a trick, 5.
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Rank of cards in —, 3.

Terminating — by agreement, 13(b).

**Player(s).**

— cutting out, 13(a), 23.

— defined, 18, 22,

Four — in game, 1.

— leaving tables, 13(c), 20, 21.

Priority among —, 21, 22, 23.

**Points.**

All game — counted, 12.

Net — in rubber, 17.

Scoring —, 17.

Thirty — to game, 12.

Total — in rubber, 13(a), 17.

**Priority.**

— among candidates, 18, 19.

— among members, 20.

— among players, 21, 22, 23.

“Protection from revokes”, 58(f).

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“— card” defined, 53.

Looking at — tricks, 8, 61(e).

Missing cards in — tricks, 27(e).

Searching — tricks, 27(e), 54(j), 56(c).

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— tricks and the revoke, 56(a), 58.

“— tricks” defined, 56(a).

**Rank of candidates and players, 19, 20, 21, 22, 23.**

**Rank of cards.**

— in drawing, 3.

— in play, 3.

**Rank of suits.**

— after double or redouble, 35, 36.

— in declaration, 4.

— in drawing, 4.

**Redouble.**

- accepted, 37(d).
- after declaration ends, 37(b), 41(a).
- before a bid, 37(a).
- Bidding values not increased by —, 36.
- Contract bonus and —, 45.
- “Declare” includes “—”, 29.
- defined, 36.
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- Improper —s, 37.
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- of —, etc., 37(e).
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- Revoke and —, 57(b).
- Slam values not increased by —, 36.
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- defined, 7.
- Dummy calls attention when declarer has —, 48(c).
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- becomes a revoke, 56.
- corrected, 58.
- defined, 7, 55.
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**Repeated errors, 43.**

**Returning to table, 20, 21.**

**Revoke.**

- Adversaries take penalty for —, 57(a)
- Adversary —s, 57(b).
- avoided, 58.
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- Declarer —s, 57(a).
- ing declarer cannot score tricks, 57(a).
- Declarer takes two tricks or 50 points for first —, 57(b).
- defined, 56.
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- helps to win contract, 57(a), 57(b).
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- Only honors scored by —ing side, 57(c).
- penalty, 57.
- penalty does not gain slam, 16, 57(b).
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- “Protection from —”, 58(f).
- Renounce becomes —, 56.
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- Time limit of —, 58(g).
- when following trick is led to, 56(b).
- when opponents mix cards, 56(c).
- when player fails to play as directed, 56(d).
- when trick is quitted, 56(a).

**Room, first in, 18.**

**Rubber.**

- Bonus for —, 13(a), 57(b).
- Cutting out at end of —, 23.
- defined, 13(a).
- Net points of —, 17.
- Not starting — after specified time, 13(b).
- Scoring unfinished —, 13.
- Total points of —, 13(a), 17.
- Unfinished —, 13.
- When — begins and ends, 13(a).
- when won, 13.
- “Winning a losing —”, 13(a).

**Same dealer and pack, 27, 28.**

**Scoring.**

- error in —. See **Error.**



- honors, 15–17.
- revoke, 57.
- rubber, 13, 17.
- slams, 16, 17.
- tricks, 9, 10, 12, 17.
- undertricks, 45.
- unfinished rubber, 13.

**Searching quitted tricks**, 27(e), 54(j), 56(e).

**Seats, choice of**, 22.

**Shuffle.**

- after the cut, 25(b).
- before deal, 24.
- Cutting after —, 24.
- Dealer may — last, 24.
- described, 24.
- New —, 25(b).
- Partner may not —, 24.

**Side.**

- Either — scores slam, 16.
- Net points of —, 17.
- Total points of —, 13(a), 17.
- Two partners constitute a —, 1.
- Which partner of — is declarer, 45.
- wins rubber, 13(a).

**Simple honors**, 15.

**Slam(s).**

- count as honors, 16, 17.
- Declarer scores — on losing contract, 16.
- defined, 16.
- not affected by double, 35.
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- not earned by revoke penalty, 16, 57(b).
- scored by either side, 16.
- Value of —, 16, 35, 36.

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## *Auction Methods*

### **Spade(s).**

Rank of —, 4.

— tricks count nine, 10.

**Specified time, stopping at, 13(b).**

### **Still pack.**

— defined, 24.

—, how shuffled, 24.

Missing cards found in —, 27(e).

**Stopping rubber at specified time, 13(b).**

**Substitutes, 13(c), 21(a).**

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### **Suit(s).**

Each — has thirteen cards, 2.

Following —, 7.

Four — in correct pack, 2.

No trump regarded as —, 4.

Only three — may be forbidden, 44.

Plain —, 8.

Rank of — in declaration, 4.

Rank of — in drawing, 4.

Rank of — not affecting by doubling or redoubling, 35, 36.

### **Table(s).**

Breaking up a —, 21(b).

Candidates at —, 18, 19.

Complete —, 18.

Cutting out of —, 23.

Entry at —, 18, 19, 20, 21.

Leaving —, 13(c), 20, 21.

Making up —, 18, 19.

Returning to —, 20, 21.

Six members make complete —, 18.

**Termination of rubber at specified time, 13(b).**

**Torn cards, 2.**

### **Total points.**

Greatest — wins rubber, 13(a).



- , how reckoned, 17.
- Touching a card**, 50(*n*), 53.
- Trick(s)**.
  - Claiming and conceding —, 59.
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  - gained by revoke, 57(*a*), 57(*b*).
  - Giving information regarding winner of —, 61(*b*).
  - Leading to —, 5.
  - Looking at quitted —, 8, 61(*e*).
  - not played to, 54(*i*).
  - Number of — in book, 45.
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  - Omitting playing to —, 54(*i*).
  - Order of playing to —, 6.
  - Playing to — makes revoke, 56(*b*).
  - quitted, 56(*a*).
  - Quitted — containing fewer than four cards, 54(*i*).
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  - Quitting — establishes revoke, 56(*a*).
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  - scored only by declarer, 9.
  - Searching —, 27(*e*), 54(*j*), 56(*c*).
  - Slams and —, 16.
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  - values, 10, 35, 36.
  - When — quitted makes revoke, 56(*a*), 58(*b*).
  - Who leads to —, 5.
  - Winning a —, 8.
- Trump(s)**.
  - defined, 8.
  - No —. See **No trump**.
  - values, 10.
  - wins trick, 8.
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— counted as honors, 17, 45.

— defined, 45.

Score for —, 45.

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**Vacancies at tables**, 19, 20, 21.

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Bidding —, 31, 35, 36.

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— of suits. See **Rank**.

Slam —, 16, 35, 36.

Trick —, 10, 35, 36.

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— contract, 9, 45.

— game, 12.

“— losing rubber”, 13(*a*).

— rubber, 13.

— “the choice”, 22.

— the trick, 8.

**Withdrawing from tables**, 13(*c*), 20, 21.

**Wrong.**

— dealer deals, 28(*f*).

— pack dealt, 28 (*i*).

— penalty, 60(*e*), 60(*f*).

## PART FIVE

### *GLOSSARY*



## GLOSSARY OF AUCTION TERMS

**Above the line.** See **Line**.

**Advance.** See **Overbid**.

**Adversary**, an opponent of Declarer.

**Below the line.** See **Line**.

**Best.** See **Master card**.

**Bid**, the naming of a suit, or No Trump, together with a number of tricks, to signify the number of odd tricks the bidder proposes to win if he get the contract.

**Bidding to the score**, modifying one's bid so as to take advantage of a score advanced beyond love (q. v.).

**Block**, to hold up the master card of the opponents' suit.

**Bonus**, points for winning the rubber, making a doubled contract, etc.

**Book**, (1) Declarer's first six tricks; (2) for Adversaries, the amount of Declarer's bid subtracted from seven.

**Business Double**, one made primarily for the purpose of doubling the value of undertricks. See **Informatory**.

**Bust**, a hand devoid of trick-taking possibilities, or nearly so.

**Call**, bid.

**Calling a card or a suit, etc.**, as a penalty, the privilege of compelling an opponent to lead or play a certain card, or from a certain suit, or to play his highest or lowest, or to win or lose the trick.

**Candidate**, one who has signified his desire to become a member of a table.

**Cards.** See **Pack**.

**Chicane**, a hand void of trumps.

**Choice of packs and seats**, the privilege granted to the drawer of the lowest card, of choosing the pack he wishes to deal, and selecting his seat at the table.

**Claiming "the rest"**, showing the remainder of one's hand as proof of ability to win the remaining tricks.



**Command**, to hold the highest remaining card of a suit.

**Complete table**, one having six members.

**Consultation**, conference between partners regarding the selection of a penalty.

**Contract**, an agreement, subject to penalty in case of failure, to win a specified number of tricks with a given trump or at No Trump.

**Conventional**, a term applied to declarations and plays generally approved.

**Correct pack**. See **Pack**.

**Coup**, a brilliant play. **Grand Coup**, the discarding of a superfluous trump.

**Cover**, to play a higher card.

**Cross ruff**. See **Ruff**.

**Cut**, separating the pack and putting the bottom portion on top for the purpose of changing the order of the cards.

**Cutting out**, drawing cards for the purpose of deciding who are to play in the next rubber.

**Deal**, (n) the play which occurs after the cut and ends with the distribution of the cards; the hand; (v) to distribute the cards.

**Dealer**, he who distributes the cards.

**Declaration**, (1) the part of the play which begins when the deal ends and ends when the four players pass on the first round or after a bid when three pass in succession; (2) a bid, double, pass, or redouble.

**Declare**, to bid, double, pass, or redouble.

**Declarer**, he who gets the contract and plays the combined hands; (2) one who bids.

**Defeat the contract**, to prevent the winning by Declarer of the number of tricks bid.

**Discard**, to play a card which is not of the suit led and which is not a trump.

**Double**, a feature of the declaration by which the value of tricks is doubled. See **Business**, **Informatory**, **Redouble**.

**Double chicane**, chicane held by partners simultaneously.

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**Double Ruff**, See **Ruff**.

**Draw**, pulling cards from a spread pack to decide who is to deal, who are to play the rubber, etc.

**Duck**, to omit winning a trick when able to do so.

**Dummy**, (1) Declarer's partner; (2) Dummy's cards.

**Duplicate Auction**, a form of the game in which the hands are played more than once (i. e. overplayed).

**Entry at table**, determining by the draw who are to be members.

**Entry card**. See **Re-entry**.

**Established suit**, one in which the holder can take the remaining tricks if it be led.

**Etiquette**, rules without legal penalties.

**Exposed cards**, cards the faces of which are shown contrary to the Laws.

**Face cards**, King, Queen, Jack.

**Fall of the cards**, the order in which played.

**False card**, to play unconventionally for the purpose of deception.

**Finesse**, to play the lower card of a tenace.

**First hand**. See **Hand**.

**Flag flying**, assuming a losing contract for the purpose of preventing an adverse game.

**Following suit**, playing a card of the suit led.

**Force**, to lead a card which another player must trump to win.

**Forced bid, lead, etc.**, one which some previous feature of the bidding or play has rendered expedient or necessary.

**Fourchette**. The cards next higher and next lower than the card led or played by the opponent to the right.

**Fourth best**, the fourth best card which a player originally held of a suit; the fourth best is led for the purpose of indicating the number of that suit held.

**Fourth hand**. See **Hand**.

**Free bid**, one not influenced by any previous declaration.

**Free double**, the double of a bid which if successful undoubled would score game.

**Game**, a score of 30 points or more in the trick score, made in one or more deals.



**Game all**, one game for each side.

**Game in (or out)**, one game ahead of (or behind) the opponents.

**Get in**, to secure the lead.

**Grand Coup**. See **Coup**.

**Grand Slam**. See **Slam**.

**Guarded**, protected by a sufficient number of small cards of the same suit.

**Hand**, (1) play that begins with the cut and ends when the last card is played to the thirteenth trick; (2) cards held by a player; (3) player's position, as "Second hand," "Fourth hand."

**Holding up**, refusing to play a winning card so as to use it on a later trick.

**Honors**, (1) Ace, King, Queen, Jack, Ten of the trump suit; the aces when there is no trump; (2) Ace, King, Queen, Jack, Ten of any suit.

**Honor-score**, (1) total of all points outside of trick points; (2) the place on the score sheet where all points are entered except those made by winning tricks.

**Imperfect pack**. See **Pack**.

**Incorrect pack**. See **Pack**.

**Informatory double**, one made to give information rather than to double the value of undertricks. See **Business**.

**Initial bid**, one made by Dealer at his first opportunity, or by Second Hand when Dealer has passed his first opportunity to bid.

**Initial lead**, first lead of the hand.

**Insufficient bid**, one which fails to specify either a higher-valued suit or a greater number of tricks than the suit or number named in the last previous bid.

**Lead**, to play the first card of a trick.

**Lead through, towards, up to**. Any lead is "through" the hand on the left, "towards" the one opposite, and "up to" the one on the right.

**Leader**, the first player to any trick.



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**Line**, points for tricks are entered below a horizontal line on one form of score card, while all other points are scored above that line.

**Little slam.** See **Slam**.

**Long cards**, those remaining in a player's hand after all other cards of the suit have been played.

**Long suit**, one in which a player originally held more than three cards.

**Losing card**, one which cannot be made to win.

**Love score**, nothing scored.

**Make a card**, to win a trick with it.

**Make up the cards**, to shuffle the pack for the next deal.

**Making up a table**, assembling four or more candidates and then, if necessary, cutting out, etc.

**Master card**, highest unplayed card of a suit.

**Member**, one of six players who constitute a complete table.

**Mnemonic (memory) Duplicate**, a form of Duplicate Auction in which the hands are overplayed (played again) by the same players.

**Net points**, the total points of the winners of a rubber minus the total points of the losers.

**No Trump**, a hand in which all suits are plain suits.

**Odd tricks**, tricks won by Declarer after he has won six tricks.

**Opponent**, antagonist. See **Adversary**.

**Overbid**, any legal bid after the first bid.

**Overcall**, overbid, rescue, take-out.

**Overplay.** See **Duplicate**, **Mnemonic**.

**Pack**, a correct pack consists of fifty-two cards, divided into four suits of thirteen cards, each suit containing one card of each denomination. An imperfect pack is one containing one or more cards soiled, torn or in any way so marked that it may be identified from its back.

**Partner**, one of two players who constitute a side and have common interests.

**Pass**, to forego the opportunity to bid, double, or redouble.



**Penalty**, an advantage accruing under the Laws to one side by reason of a breach of the Laws by the other side.

**Perfect pack.** See **Pack**.

**Pianola hand**, one requiring little or no skill to play.

**Plain suit**, any non-trump suit.

**Play.** See **Hand**.

**Player**, one of the four members of a table who play the current rubber.

**Playing to the score**, planning the play of the hand with respect to an existing score and not as it would have been planned with score at love.

**Points**, amounts scored. See **Net**, **Total**.

**Post mortem**, discussion of a hand after it has been played.

**Preëmptive bid**, a bid designed to shut out some other bid.

**Progressive Auction**, a form of play in which one-half of the players move from one table to another.

**Protected suit**, one containing an Ace or guarded high card.

**Quick trick**, a card which will win on the first or second round.

**Quit**, a card or turned trick is quitted when the player no longer touches it.

**Raise**, to increase partner's bid.

**Raiser**, a strong suit, high card, singleton or the like which helps to justify a raise.

**Redouble**, double of a double.

**Re-entry**, a card which will take a trick and enable a player to regain the lead.

**Refuse**, to fail to follow suit. See **Renounce**, **Revoke**.

**Renounce**, to refuse when able to follow suit. See **Revoke**.

**Rescue**, to take out a partner whose bid seems likely to result badly, or to bid another suit after a partner's bid has been doubled.

**Revoke**, to renounce and fail to correct the error in time to avoid the penalty.

**Rubber**, two games won by same side.

**Rubber game**, the third game of a rubber.



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**Ruff**, to trump a lead of a plain suit. A cross ruff occurs when each partner leads a suit which the other can ruff.

**Second Hand.** See **Hand**.

**See saw**, a cross ruff.

**Sequence**, two or more cards in proximate relation as to denomination.

**Set**, to defeat (the contract).

**Shift**, bidding first one suit and later another.

**Short suit**, one in which the player originally held three cards or less.

**Shuffle**, to mix the cards preparatory to dealing.

**Side**, two players playing as partners.

**Side suit**, plain suit.

**Signal**, an irregular but conventional play intended to convey information.

**Simple honors**, three honors.

**Singleton**, one card of a suit, originally held.

**Slam** (or **Grand Slam**), winning thirteen tricks. **Small Slam**, winning twelve tricks.

**Solid suit**, one of such length and strength as to be practically sure of winning every card in that suit.

**Still pack**, the pack not being used in the deal or the play of the hand.

**Stopped suit**, protected suit.

**Strengthening card**, a medium card played to draw adverse high cards.

**Substitute**, a player who temporarily takes the place of another during a rubber.

**Suit**, the thirteen cards of a kind; Clubs, Diamonds, Hearts or Spades.

**Table**, a group of four, five or six members who furnish the players for a series of rubbers.

**Take-out**, the overbidding of a partner when no bid has intervened.

**Tenace**, a card with the next higher but one, or the next lower but one of the same suit. Major tenace, Ace-Queen; Minor tenace, King-Jack; Double Tenace, Ace-Queen-Ten.



**Third Hand.** See **Hand**.

**Thirteener**, card remaining when twelve of the suit have been played.

**Throwing the lead**, playing a card which compels another player to take the trick.

**Tierce**, three cards in sequence. Tierce Major, Ace-King-Queen; Tierce Minor, King-Queen-Jack.

**Total points**, trick-score plus honor-score.

**Trick**, four cards legally played, beginning with a lead.

**Trick-score**, (1) total points won by odd tricks; (2) the place on the score sheet where points for tricks are entered.

**Trump suit**, a suit designated by the bidding to be so called; any trump is a winner as against any card of a plain suit.

**Unblock**, getting rid of high cards so as to avoid being left in the lead.

**Underplay**, duck.

**Undertricks**, those won by adversaries beyond their book.

**Yarborough**, a hand which contains no card higher than a nine.













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